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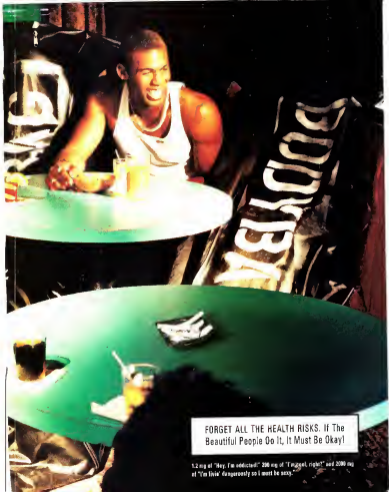
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HEY YOU, Pikachu!



pg. 14

Pikachu wants to be your friend, but you'll have to smooth-talk the Pokémon into hanging out with you. The game's revolutionary voice recognition system will allow you to speak to Pikachu, and this month's Pokabulary lesson will teach you the buzz words.

WHAT, NO JAR-JAR BINKS???



Get up close to a galaxy far, far away with a sneak peek at Star Wars Episode I Battle for Naboo LucasArts' second N64 game inspired by The Phantom Menace plus Queen Amidala's kingdom under the Lens, what you're up against with a spoiler look at the war in the stars.

pg. 30

QUACK TO BASICS WITH DONALD



Daisy Duck's been kidnapped, and the overcast critter on weekend best is on his THUG! Got spooked? And don't miss the jelly collectables on the way with a feather-yuttin' waddle-through for Disney's Donald Duck, Goofy Quackers.

pg. 42

INDIANA JONES' WHIP SMARTS



Horried the Last Ark, the Temple of Doom and the Lost Crusade, Jones is next in line. Indiana Jones cracks his whip on the N64. Keep up with the Jones as an archeological dig that dishes the dirt on the upcoming CD-ROM, Indiana Jones and the Infernal Machine.

pg. 56

HAVE A COW, MAN!



A new batch of farming fun crops up in Horse Sense: Forward Moon 2 GBC. The month's sun-fresh tracks are ripe with bumptin' business savvy and creative cowboying that'll having you plowing through the role-playing game before the cows come home. Get a taste and

pg. 108

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player's pulse

Well, it's official. Our readers' overwhelming choice for the best musical score is *The Legend of Zelda: Ocarina of Time*, which has the added bonus of providing you with your own instrument. Also, be sure to read on for some important information regarding the secret identity of GAMECUBE.

Sounds Good to Us

How are you guys? Do you ever get letters like this, asking about you? I think it's rude how people won't do that. They never actually care about the K.R.E.W. of Nintendo Power—and if it weren't for you guys, no one would have any fun! Any hey, about the music thing!

Chrono Trigger. Schala's Theme, one word: The Best (Wait... comes fingers... two words.) Heh, heh. And also the Lavos Core a theme. It rocks, too!!

Past Horton
Gavin Plaza, KY

First, you'll be happy to know that, per your occasional suggestion, we here at NP have started referring to ourselves as the NP K.R.E.W. Expect our new issue to include albums, with guest sponsor DJ Crane, our latest this year.

Truly, Banjo-Kazooie has the best score. Although each level has its own distinct taste, every puzzle piece has its own instrumental selection, and the instruments play the same name assigned to that level. May the game for an masses—you'll get my point.

David (Extreme Banjo Fan)
Via the Internet

The game with the best score is obviously *The Legend of Zelda: Ocarina of Time*. The music always fits where you

are in the game, and you can play your own, too!

Sam Shaskan
Linton, CO

I am totally in love with the windmill song from *Ocarina of Time*, along with the one from Gerudo Valley. The songs in *Ocarina* have to be good, and they are!

Superfairy
Via the Internet

Zelda's music beats them all! The crazy windmill guy (whom I've named Bob) is cool, and where would we be without Sheik!

Anonymous
Via the Internet

Bob the Crazy Windmill Guy does have a nice ring to it.

I know it sounds crazy, but I think Pillowings has the best musical score. One day I decided to pop it into my N64, and before I knew it I was humming along while aching in a hang glider. Who says cover titles have to get all the glory?

Jesse Morgan
Sneadville, GA

Tommy Hawk's Pro Skater has the best soundtrack ever! It's the perfect combination of heavy metal, punk and rock.

Tyler Evans
Calloway, OH



Art by Ken Rosen, Riverside

Don't ask me why, but ESO or something tells me that *The World Is Not Enough* will have the best music. Didn't you hear the buzz in the "Serious" level of *GoldenEye*? Spy music rock!

Nathan Wilcox
Sageston, IA

Sometimes I feel like slipping into a polyester suit, putting on platform shoes and dancing to the great '70s tunes in *Vigilante 2!*

Eric Wilson
Via the Internet

I like the one that goes "Dun dun duh-duh... duh-duh-duh-dzzzz!"

Anonymous
Via the Internet

Um... yeah. That's our favorite, too.

Project Dolphin-Cube?

I heard about the new Nintendo GAMECUBE, and I'm superstitious! But will there be two new Nintendo systems—the Dolphin and the GAMECUBE?

Anonymous
Via the Internet



David Shaskan • North Lumberton, PA • NP10



J. Bilton • Fort, Pennsylvania

I just read an article on the GAMECLUBE at Nintendo.com, and I was wondering if this is the system that was code-named Dolphin, or something different?

Atchek Pich
Cedar Rapids, IA

I love the Game Boy Advance—it looks awesome! PS—What is the GAMECLUBE?

Yvesse
Via the Internet

The response to Nintendo's new systems has been overwhelming but also a bit bewildering, so let's set the record straight: GAMECLUBE is, indeed, Project Dolphin. Dolphin was simply the code name used by developers. We hope that clears up the confusion.

You're Kidding, Right?

Hey guys, why don't you add a toaster function to GAMECLUBE so I can bake brownies while I play?

Benjamin Yankshes
Via the Internet

It wouldn't work. How you ever tried to stuff brownies into those little toaster slots?

Getting a Bad Rap

Why does everyone call Wario a bad guy or villain? Wario is the best darn character ever invented. He is my idol! Sure, he gave Mario and Toad some trouble, but now he has his own trouble! People like Captain Syrup want his treasure, and a giant clown is trying to take him

out. He is pure good and needs his own sports game: Wario Bowling anyone?

Adam Wigdel
Gretna, LA

It's obvious that Wario has gotten to you, too, Adam. The many readers actually receive a lot of fun mail, and we suspect he's bringing the readers of *NI*:

It's a Secret to Everyone

I was wondering how you determine the order of games on the Power Charts.

Garry Dasky
Via the Internet

In a word, stats. No, seriously, if you flip through the magazine you'll see orders called the *Player's Poll Contest* and the *Game List*—you can find them by looking in the Table of Contents. Our readers decide which games they think are the best, write them on the card in the *Player's Poll* and send the card in. Then we count them all. You see, we actually DO count every card, and by hand, too! So if you want a say in which games make it to the Power Charts, send in your card.

While We're on the Topic

It has come to my attention that not all games are on the Game List. While looking for my top five Game Boy games, I saw that *Kovolution: The Demon Slayer* wasn't on the list. What's up with that?

Anonymous
Via the Internet

We have hundreds and hundreds of games and couldn't possibly list them all—unless

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I don't know why I didn't work at wal...
Lover!



you want a magazine the size of a dictionary. Besides, then we'd get people coming through every voter for old-school games like *Color a Dinosaur*.

An Odd Question

I was wondering how Super Smash Bros. got started. I mean, did they all just start fighting, or what? It doesn't make sense!

Eric Reiter
Reston, VA

Apparently, Mario left a whoopee cushion under Captain Falcon's seat. Soooo then retaliated by slapping itching powder into Luigi's cerealls. One thing led to another, and, well... you know the rest.

Ask Dr. Science

I was playing *Perfect Dark*, and I noticed that on the fast level the moon looks huge! But, as the game is set in the future, it should look tiny! The moon is actually moving away from the earth at a rate of approximately six inches a century. So why does it look so close?

J.D. Weatherly
Waterford, MI

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VOLUME 138



Adam Averbach • Chuck, Artist

power charts

With so many new games cropping up,

we're expecting a big shake-up on the normally rock-steady power charts. Will Majora's Mask, Banjo-Tooie, Pokémon Gold and Silver and all the others finally displace the old favorites? Only your votes will tell!

NINTENDO 64 TOP 20

1

THE LEGEND OF ZELDA: OCARINA OF TIME



Here it comes! Joanne Dark has crept into the number two slot since just an inch away from claiming number one—she's good to see our readers getting a chance to make their voices heard. But, as the confused success of Goldeneye and Ocarina shows, games don't need a feature rating to provide a great gaming experience.

2

PERFECT DARK



3

GOLDENYE 007



RANK	GAME	COMPANY	JAN. SALES	CUMULATIVE
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	2	23
2	PERFECT DARK	RAVE	4	3
3	GOLDENYE 007	RARE	3	47
4	POKEMON STADIUM	NINTENDO	1	6
5	SUPER SMASH BROS.	NINTENDO	5	17
6	TONY HAWK'S PRO SKATER	ACTIVISION	6	5
7	DONKEY KONG 64	NINTENDO	7	8
8	KIRBY 64: THE CRYSTAL SHARDS	NINTENDO	9	2
9	WWE WRESTLEMANIA 2000	TNO	11	8
10	JET FORCE GOWIN	RARE	14	11
11	HARVEST MOON 64	KATSUMI	15	8
12	BAJO-KAZDOKE	RARE	16	27
13	MARIO PARTY 2	NINTENDO	13	4
14	SUPER MARIO 64	NINTENDO	15	49
15	POKEMON SNAP	NINTENDO	8	14
16	EXOTICKE 64	NINTENDO	17	3
17	ARMY MEN: SARGE'S HEROES	JOO	—	19
18	MARIO KART 64	NINTENDO	16	45
19	STAR WARS: BATTLE STRATEGEM	LUCASFILM	18	21
20	MARIO GOLF	NINTENDO	—	3

GAME BOY TOP 10

1

POKEMON RED, BLUE, YELLOW



The Game Boy Power Charts' top three haven't changed in so long, we're considering laying off some NP staffers. Although, in an attempt to save their jobs, it seems that Wario is instigating a small rebellion of his own. Can the greasy goon bring a full-scale Pokémon coup? Vive Wario!

2

THE LEGEND OF ZELDA: LINK'S AWAKENING DS



3

POKEMON TRAINING CARD GAME



RANK	GAME	COMPANY	JAN. SALES	CUMULATIVE
1	POKEMON (R, B, Y)	NINTENDO	1	24
2	THE LEGEND OF ZELDA: LINK'S AWAKENING DS	NINTENDO	2	40
3	POKEMON TRAINING CARD GAME	NINTENDO	3	5
4	POKEMON FIREBLAZE	NINTENDO	4	14
5	SUPER MARIO BROS. DX	NINTENDO	6	10
6	JAMES BOND 007	NINTENDO	5	31
7	STAR WARS (AND 2: THE CLONING WAR)	NINTENDO	8	93
8	KIRBY'S DREAM LAND 2	NINTENDO	7	59
9	MARIO LAND 3	NINTENDO	—	1
10	DONKEY KONG LAND	NINTENDO	9	43

1. GAMBURE
2. BANJO-TOOIE (N64)
3. ZELDA: THE FORCE OF WISDOM (GAME BOY)
4. GAME BOY ADVANCE
5. POLARIS SMOGROSS (N64)
6. ANY TON, PIRACHT (N64)
7. MEGA MAN 64 (N64)
8. ARMY MEN: SARGE'S HEROES 2 (N64)
9. SPIDER-MAN (N64)
10. ANYN CHRONICLES: THE FIRST MAGE (N64)



MOST WANTED

Heaven... interesting. We can only hope it doesn't have anything to do with the Small Kid. It makes us wonder if Justice knows how to play the Ocarina.

A Moment of Silence, Please

I'll keep this letter as simple as possible in the hopes that it will be published. I waited for Earthbound G4 forever. In fact, the only reason I bought an N64 was for that game. Now I hear it's been cancelled! This is the biggest mistake in the history of Nintendo!

*Do Koerber
Abbeville, SC*

Da, your letter speaks to game players everywhere—including quite a few NP staff members. Earthbound is one of the finest games ever created, and we were as heartbroken as you to hear that Earthbound G4 is no longer scheduled for release. But fear not! A little bird told us that Shigesato Iwa, the creative genius behind the Earthbound series, will be developing titles for GAMECUBE. Will he join you here as soon as we have any details. In the meantime, just let

SKB PNKS 4 EVR

Paul Hahaleiwo, our Player's Poll contest winner from April, was lucky enough to score a trip to beautiful Woodstock, Illinois. Not only did Paul take home a signed Airhouse skateboard, he had a chance to meet the band member himself, Tony Hawk. Later, the two played a little Tony Hawk Pro Slator on the big guy's star bus. Our sources claim that Tony is one of the nicest guys you'll ever meet, and that he also knows all of his games moves and cheat codes by heart!



Paul and Tony take a break from the show* to give us a smile. Check out that groovy tour bus in the background!

WINNER!

your N64 collect dust—check out Harvest Moon G4 if you're looking for an effort RPG experience.

Mom and Sarge Always Know Best!

My mom is always asking me, "Do you know what to do when your clothes catch on fire?" So to get away from it all, I play Army Men: Sarge's

Heroes. But I discovered that when someone blasts you with a flamethrower, you have to stop, drop and roll! I didn't get much of a break, did I?

*Anonymous
Bedford Hills, NY*
It's always nice to be able to apply video game knowledge to the real world. Check out the latest Write Away, Right Away section below for more on this "learning" issue.

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Dir Gendwin • Leadstory, Star Magazine

WRITE AWAY RIGHT AWAY!

You may not have Moth quizzing you on fire safety, but we're certain that our readers have learned a clever trick or two from their gaming experiences—and we want to hear about them! Send us your coolest or most amusing story about how a video game helped you out in a real life situation.

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Andy Blazek • Leadstory, Star Magazine

NEW AND IMPROVED, NINTENDO.COM WILL SOON COME WITH AN EASY-POUR SPONGE!

Big changes are afoot at nintendo.com, as we're in the process of updating and revamping our Internet home. It'll be like a good spring cleaning, except it's autumn and we're not actually cleaning anything.



The current nintendo.com interface is cluttered and outdated. The updated version will be a lot easier to navigate and will feature a lot more content.

nintendo.com

It's been in the works for months, and now we're entering the home stretch. Changes are coming to nintendo.com, and NP readers will be able to participate on the ground floor. The new site will boast a much deeper depth on all things Nintendo, like complete game strategies and walkthroughs, brilliant in-depth news and news interviews with game designers. There will also be many other new features, including—yes! you'll be able to chat with fellow Nintendo enthusiasts from around the world and post up-to-the-minute strategies on our bulletin boards.

We're also going to plug in a great news and engine, so you'll be able to access the nintendo.com feed in a heartbeat. Our new goodies to look forward to include updated audio and video files, info on an ever-expanding list of Nintendo games and, of course, brand-new codes and cheats. Nintendo Power subscribers should also be pleasantly surprised by a closer link to the magazine, as well as subscriber-only specials that'll hold off at the end of November, so stay tuned! You want yours to arrive single-byte.

IT'S LINK-TASTIC!



No more frowns of arching the brow as you attempt to track down information on The Legend of Zelda! It's all at nintendo.com, which means less than a body of water's worth of rock huffin'.

zelda.com

In celebration of Nintendo's latest release, zelda.com is now all Major's Mail, all the time. You can check out the site for character bios, weapons, game strategy pages and loads of screen shots. You'll also find plenty of interactive quizzes and guides, like a comprehensive jargon-fun on the origins and an option to change the website's look by selecting different masks. Keep surfing back, though, because in just a few weeks zelda.com will evolve into an umbrella site for all things Zelda. For those of you who consider yourselves masters of Hyrule,

there will be a Zelda Aptitude Test—see if you have what it takes to make it into Zelda University. And, if you're like most of us, you'll need a little help, so we'll have complete walkthroughs for all six Zelda games, including the new Legend of Zelda game, Link's Awakening. It's the biggest thing to hit the world of Zelda since the great zelda.com!



QUICK BYTES

NEW SITES

It's back to the future, and this time you'll have a better idea of what you're getting out of the year. The first of the new sites is the greatest one: www.1999.com. It's a place where you can find out what was going on in 1999, and it's a place where you can find out what's going on in 1999. It's a place where you can find out what was going on in 1999, and it's a place where you can find out what's going on in 1999.

CLASSIC SITES

The classic sites are the ones that have been around for a long time, and they're the ones that have been around for a long time. They're the ones that have been around for a long time, and they're the ones that have been around for a long time. They're the ones that have been around for a long time, and they're the ones that have been around for a long time.



GAME PREVIEWS

The game previews are the ones that give you a look at the new games that are coming out. They're the ones that give you a look at the new games that are coming out. They're the ones that give you a look at the new games that are coming out. They're the ones that give you a look at the new games that are coming out.

CODES

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GAME BOY

The Game Boy section is the one that gives you a look at the new Game Boy games that are coming out. They're the ones that give you a look at the new Game Boy games that are coming out. They're the ones that give you a look at the new Game Boy games that are coming out. They're the ones that give you a look at the new Game Boy games that are coming out.

PIKA? PIKA!

The little yellow Pokémon with a heart the size of a continent finally has its very own game, and it seems only fitting to give it a website, as well. Although the URL has yet to be decided, you'll be able to link there from pokemon.com. Expect the Hey You, Pikachu! site to have pictures, strategies and helpful suggestions for what to tell Pikachu as you wander through its world.



ARACHNO-MANIA

Who can shoot webs, lift a bus above his head, and smile their walls like they're covered in molasses? If you said Mario, you're wrong and we're concerned. The answer is, of course, Spider-Man, and he's swinging onto your N64 later this month. We'll give Spidey plenty of website, including some verigo-inducing screen shots, Quicktime movies and more strategy than you can handle. We're also sure that a few villains will force their way into the picture... Doc Ock, anyone?



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HEY YOU, Pikachu!

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Pikachu!*

Pal around with Pokémon in Hey You, Pikachu!, an interactive experience that lets you talk to the pleasingly playful Pikachu.

The fun-filled scenes in Hey You, Pikachu! don't add up to a game in a traditional sense. There aren't specific, set goals, there's no running score to tell you how you're doing and there's no competition of any kind. Instead, Hey You, Pikachu! is an interactive activity that encourages you to build a relationship with the incredibly cute creature while slowly working out the things you can and can't do in each area. You and Pikachu enter many different areas where all sorts of things are happening. You and your new Pokémon buddy will also meet up with other Pokémon that need your help. You will round up vegetables for Bulbasaur's dinner party, baby-sit for Butterfree and locate lost Poliwag. As you do things Pikachu likes, it'll become more attached to you, until you're the best sort of friends.



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SPEAKING PIKACHU'S LANGUAGE

You need to be patient when trying to talk to Pikachu—it's a wild Pokémon that's new to this sort of communication. Always get Pikachu's attention or make sure it's listening before you tell it to do something or give it advice, or it may not hear you at all.

The PokéHelper



The PokéHelper will keep track of your days together, riding and punting. After you purchase one, he'll give you the PokéHelper device, which allows you to communicate with Pikachu.

Getting Pikachu's Attention



Press the Z Button and say Pikachu's name to get its attention. You should see a message saying that Pikachu heard you calling it. Pikachu might even come over to where you're talking.

What Pikachu Understands



Pay close attention to the red words that appear when Professor Oak talks to you or when you press the B Button while hovering near an item. The red words are words that Pikachu understands. Stay there!

Watching What Pikachu Does



Don't just bubble an end on to Pikachu. Pay attention to what it does—some might get a clue from its actions. When it picks up an action and shows it to you, it's making what it should do with the items. It will listen if you answer.

Reading Pikachu's Thoughts

Thought bubbles that often appear over Pikachu's head give you clues to what it's thinking. Try to remember what it really symbolizes and then do what you think is best to help Pikachu out with whatever it wants.



What Pikachu has in mind, a lightbulb will appear in its thought bubble. After the lightbulb appears, it will look over at you and try to make you understand its idea. Pay attention to what it does.



The question mark means that Pikachu's confused and didn't understand what you just said (or, if you're sure you still have its attention, try again, remembering to push Z as you speak slowly and clearly).



The flower means that Pikachu wants to ask you, you have told it, and there's a catch: once it will do whatever you've told it to do. Don't tell it to do something else before it finishes your last request or task.



If you happen to get Pikachu's attention, an exclamation point will appear over its head. You may also see a message confirming that Pikachu heard you call it. Once you have its attention, you can talk to it.



Sometimes, Pikachu will get frustrated or mad, and when it does, you will see a scribble cloud above its head. Get its attention and say something nice, like "You're so cute!" to make it feel better.



HEY YOU, PRACTICE!

Your first adventures with Pikachu are a good time to practice communicating with the Pokémon. It takes a while to get the hang of all the different things you have to do to make it understand you. You won't be able to move



very far away from Pikachu at first, and you won't be able to pick objects up, either. Just practice speaking clearly into the microphone so Pikachu understands you.

Gain Points and Discover More



Each "day" that you play with Pikachu, you'll go to a new place with more things to do. Try to figure out how to complete some of the tasks in each area, but don't worry if you can't figure them all out. You'll still earn points, and you'll get better as you play.



A FRIEND, INDEED

After Pikachu has taken you to a few places and you've practiced talking to it and playing with it, Professor Oak will give you a Toolbox where you can keep all sorts of helpful, interesting or just plain fun things. Professor Oak will also teach you new actions that you can perform without Pikachu's help.



Get the Tools and the Talent



Professor Oak will give you the Toolbox and show you how to open doors and pick things up with the A Button. The Toolbox is an invaluable resource that stores all of your coolest stuff, including items, attacks and even vegetables from the fields.

A Pikachu Apology



Pikachu starts in the Toolbox, then runs away. You have to chase Pikachu to get it back. Pikachu will apologize for stealing the Toolbox with a little plea to live with you.

PIKACHU'S DISCOVERY DAYS



Once you're Pikachu's roommate, you can choose where you will go. When you walk up to the sliding glass door, a map of Pikachu's Discovery Days will appear. The areas in Discovery Days are just like the areas you practiced in and have similar rules. You can't pick things up and hand them to Pikachu.

A Field Trip: Part 1



The field isn't very big, but Pikachu still likes to run around and explore it. Pikachu loves the taste of Strawberries. Just to "brrrr!" or "Call it," to make Pikachu happier. Pikachu also likes to walk up to the Gobbish and the wadd polishes that pad back in Gobbish. When Pikachu manages to greet the Gobbish before the Gobbish walk away, something very special will happen!

A Pokémon Picnic: Part 1



Professor's menu will change from day to day, and it's usually best to get the three ingredients on the list. Pikachu writes up before you head out. If Pikachu shows you one of the correct ingredients, say "OK." It will call ingredients to be the ingredient away. You might need more ingredients than the list shows. Try it out.

Caring For Caterpie: Part 1



Butterfree asks Pikachu to help on the Caterpie in its care. It loves kids, so it enjoys to help. Pikachu doesn't have to do much besides feeding the Caterpie when they begin to change color and bounce up and down. Pikachu can get the results that Caterpie get many ways. Watch what Pikachu does, and try not to interrupt it when it's trying to feed the Caterpie.

Gone Fishin': Ochre



Pikachu absolutely loves to fish. It will become extremely happy after you help it catch a few Water-type Pokémon. Encourage it by saying "Pul!" "Feed it!" "Pull it!" "Wheeee!" and "Hoo!" You can even throw eggs and again to try to catch bigger fish. Your biggest catches are recorded.



Can You Gozy What Pikachu Is Holding?

PIKACHU'S PLAY DAYS



Beyond your bedroom door and through the gate just across from it lie Pikachu's Play Days. The Play Days give you a bit more freedom—you can move away from Pikachu and you can pick things up to hand to it, which helps a great deal, especially for the Pokémon Picnic.

There are many things to discover in the Play Days, so don't forget to check back in the Discovery Days—new areas open up as you proceed.

A Field Trip: Part 2



Your second Field Trip has a lot more stuff for Pikachu to play with, and there might even be a place for you to spend all those Plus Points you've been earning with your other activities. You'll pick up a wintling can on the first Field Trip you take in Pikachu's Play Days, which you can use to water any plants or Grass-type Pokémon that might be in the area to that in-depth Pikachu sees?

A Pokémon Picnic: Part 2



It's much easier for you to help Pikachu with Bulbasaur's list. Pick up the items you know are on the list and hand them to Pikachu by moving or click to give your new friend. Pikachu will take the items then look to you for confirmation that it should eat Magiknute. Remember those extra ingredients, and try to explore a little if you have time after you've picked up all the ingredients.

Little Lost Poliwhog: Part 1



Pikachu is on a mission to find the lost Poliwhog that are scattered around the nearby docks. Walk very carefully around the docks that sit on land, and don't get too close to the little Water-type—send Pikachu after them, instead. Try saying "Poliwhog" like the "poh" in polka rather than the "poh" in "Poliwhog." Either as many Poliwhog as you can, then find Squirtle.

The Piñata Party



Pikachu and his Poliwhogs are partying on the beach with a Plus Ball-shaped piñata. You should probably give Pikachu advice on which direction to move before you tell it to "Swing," "Go right," "Go left," "Wrong way," "Back up" and "Stop." You can also try saying the names of the Pokémon that are in the direction you want Pikachu to move. Try to hit as many candies as possible—but don't fret if you can't right away.

PROFESSOR OAK'S INSIGHT

After you've explored most of what Pikachu's Discovery Days and Pikachu's Play Days have to offer, Professor Oak will contact you to conduct a little more training, which gives you two more modes that make it easier to direct Pikachu's actions. Pikachu Mode (top C) helps you find Pikachu, and View Mode (bottom C) lets you direct Pikachu to specific things you're looking at.

Try Out New Techniques in Pikachu's Playground



Professor Oak won't just teach you how modes without testing your ability to use them. He takes you to Pikachu's Playground, where you'll train with the View Mode. Oh now, you must know that Pikachu can use its powers (Thunder ball, for example) to get Squirtle and other things out of trees. But how in the world do Pikachu get on the other side of the door? That one might have something to do with it...



PIKACHU'S DARING DAYS



After you've completed Professor Oak's Special Training, he will let you know that Pikachu's Daring Days are available to you. Take the left gate outside your bedroom to explore the new area, which is similar to Pikachu's Discovery Days and Play Days.

Play Days are a little bit more difficult. There are many new things you haven't found in the earlier areas.

Daring Do



You'll use all the skills you learned in the previous areas and the new skills you just learned in Professor Oak's Special Training in Pikachu's Daring Days. Each one is a tougher, more complex version of similar areas before it. Try doing similar things in areas similar to the others you've visited.

PIKA-CLUES, PIKA-NEWS



There is always something new in Hey You, Pikachu! Every area has many different activities, and some tasks and items randomly change every time you visit. There are even new areas of Discovery Days and Play Days that open as you play. You can play in the bedroom and yard as long as you like—you'll never run out of time. Every area has its secrets. Try to discover them.

Your House



When you visit objects or place them in your kitchen, they will appear in your bedroom and around your house. Some things will be on the backshelf, while others, like flowers, will show up in your garden. Call Pikachu to help you "fix" or "clean" things to take the Pokémon upstairs. Just ask, "What's that Pokémon?"

New Parts of Discovery Days



After you've played many of the Discovery Days and Play Days, more fishing holes will open in Discovery Days. If you purchased a lure from Aaron on one of your many field trips, you should be able to catch really, really, really big Pokémon. Who knew Stormie could grow so big? Pikachu is always catching big fish. It will be very happy if you manage to land the big one.

New Parts of Play Days



If you do very well with the Piñata Party, you might be allowed to stay overnight in the campground. The Hunter from Diving will wander over, but Pikachu has probably got some way of zoning it off. After you spend the night, you will take a little rise over to stand for all exciting Treasure Hunt! Pikachu loves finding treasure. Make sure you scoop as many chests as you can.

END OF DAYS?

Hey You, Pikachu is an innovative way to interact with Pokémon and your N64. It might take you a while to feel really comfortable with the controls, but once you've had a bit of practice, the game (and Pikachu) begin to get under your skin. Remember to speak slowly and clearly so that the voice recognition hardware understands you, and don't give up if you don't get the best results the first few times you try. The first few rounds are for practicing, so pay attention to the words in red and Professor Oak—you'll do just fine. ☺

Where's Pikachu off to Now?

Want to be a Pokémon Master?

MASTER THIS!

POKÉMON™ is a Tradeable
Poké Ball™. It's a Poké Ball™.
It's a Poké Ball™.

POKÉMON™ is a Tradeable
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TRAIN EVA HERE
GAIN MORE HP

MAKING POKÉMON
BATTLE WITH YOU
THE ULTIMATE BATTLE

THINKCHIP™ BATTLE STADIUM™ - WAJGE THE ULTIMATE BATTLE

THINKCHIP™ means you can train your Pokémon on a stronger. Now the power of the ultimate Pokémon battle is really in your hands. Train ThinkChip Pokémon and gain HP with the ThinkChip Poké Ball. Wage real live battles, use real strategies on the computerized ThinkChip Battle Stadium. Build the smartest, strongest force this side of Indigo Plateau. Make room for the system that can help you be the biggest, baddest master of them all.



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WINTER STARTS THIS MONTH AS THE GORONS ARE RENDERED SNOWBOUND BY MAJORA'S PLAGUE OF EVIL. HELP THE GORONS THAW 'OUT WITH THE HOTTEST TIPS FOR ZELDA'S SECOND DUNGEON.



THE LEGEND OF
ZELDA[®]
MAJORA'S MASK™



THE GORON ADVENTURE

In two months, *The Legend of Zelda: Majora's Mask* unveils, you learned how to disguise Link as a Deku Scrub to undo the evil that Majora had spread upon the Southern Swamp. This month, you'll learn the secrets for conquering the epic

adventurer's second dungeon, Snowcapped Temple. Set in the mountains north of Clock Town, the Land of the Gorons is one of a deep, fleshy, and hot as Majora. Warm things up for the mountain dwellers by learning how to take the Goron Mask to work



HINTS FOR THE GULLS



When you first meet the Gorons, you'll see a large, red, and very hot. If you're not wearing the Goron Mask, you'll be burned. To avoid this, you'll need to wear the Goron Mask. You can find the Goron Mask in the Snowcapped Temple. It's a large, red, and very hot. If you're not wearing the Goron Mask, you'll be burned. To avoid this, you'll need to wear the Goron Mask.



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MOUNTAIN VILLAGE

1. TINGLE'S MAP



When you reach point 1 on the map below, set your sights downward to spot Tingle floating overhead. Shoot him down so you can purchase his map for the area.

2. GATEKEEPER



At least 2 in the game is the Gatekeeper Goron. On Day 1, 4 Goron gatekeepers will wait there to let you in. On Days 2 and 3, the gatekeeper will be on the move, rolling around Goron Village in a snowball.

3. CRYING GORON



From the snowball, the Crying Goron will assemble an artifact to the crying Goron's home. A building that is owned by the Goron's friend, a blue/ever-curious, is available. The holy owl will tell you why he's crying.



GHOST OF DARMANI

The great Goron hero, Darmani, tricked through the snow to Snowhead to find out the source of the cold winds that blow from the mountains and into his village. Darmani failed his

mission, and now he's just a ghost who's haunted by his failure. To help him rest, journey to point 4 on the map below to meet up with the owl who'll set you on your way.

4. AFTER THE OWL



When the owl flies to the Lure Park Shrine, his feathers will create a visible path. Hop to each feather to cross the obstacle and reach the owl.

5. LENS OF TRUTH



Inside the shrine, you'll find a treasure chest containing the Lens of Truth. This magic-sensing lens will enable you to see things that are invisible to the naked eye.

6. NIGHT'S SECRET



From the Lens of Truth on the cavelet, shadow at point 4 to see the ghost of Darmani. Talk to him, then follow the spirit across Maestra Village to the stream by the entry's chest.

GORON GRAVEYARD

Darmani will fight up the difficulty at the village again. Stay close to his glowing owl by stepping across the water in Delta form. On the opposite shore, use the Lens of Truth to spy the narrow crevices of the difficult Ledge Climb it, then enter the Goron Graveyard at 7 inside, play the Song of Healing, then push the gravestone.

7. CLIFF CLIMBING

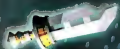


8. TO THE ZEPHYRUS



9. TO THE LINDSAY





GORON MASK

By playing the Song of Healing to Darman's ghost, you'll earn the Goron Mask. Put it on to inhabit Darman's body. As the Goron, you'll be stronger, but you won't be able to jump or swim.



Tap the B Button three times in a row to collect a one-two punch followed by a slam. Darman's swing-in health isn't as easy to fight, but it works well against the rolling snow boulders.



Press and hold A to curl into a ball, then use the Control Stick to roll in the direction you'd like to go. At maximum speed, you'll drain more power and spins will spread from your curled-up body.



If you press and hold A and then tap S, you'll pound the ground with earth-shaking results. Use the seismic force of the Giga pound to shake up on the Goron Shrine's entrance and knock over enemies.

GORON ELDER AND HIS BABY

The crying Goron baby in the Goron Shrine wants his daddy, and you'll find the father frozen in a snow boulder at point 9 on the map on page 24. On Day 3, the intel Goron Elder will be near the owl statue across from the Mountain Smithy's chalice. Defrost the Goron Elder so he can teach you the song that will silence his son's crying. The father will teach you the song only if you've spoken to his son beforehand.

8 HOT SPRINGS



After you've cooled Darman's ghost back to melting the hot springs, little snow water, then quickly pour it into the next, over holes at point 8. Inside the grotto is another hot spring.

6 MELT ELDER



Roll the hot spring's father at point 9 to defeat the Goron Elder's snow boulder at point 9. That will give you the intel you know when you're close to the snow boulder that houses the Goron Elder.

SLEEPING SONG



The Goron Elder will teach you a few notes of the Goron Lullaby if you play the intro to the cry he plays inside the Goron Shrine. We'll teach you the rest of the song before falling asleep.



WEATHERING THE STORM

Once you've learned the entire Goron Lullaby from the baby, you'll be able to make your way into Snowhead Temple. As Darman, roll up the steep grade to the left of the owl statue across from the Mountain Smithy's chalice. If you cruise over the 44 steps at full speed, you'll be able to clear the gaps to reach point 10 on page 27.

10 SNOWHEAD TEMPLE



Use the Left or Right to see the whooping Goro you just created in front of Snowhead Temple. Use Heavy Breathing to activate the lift. Use your voice and your strength to climb.

SLEEPING STORM



It's a good idea to sleep by playing the Goron Lullaby. Since the snowing has taken away, the hill can be steep and you'll be able to skip up to the temple entrance at the summit.

15 SNOWHEAD



Start with the lighter part of the snow in the level Snowhead Temple. The map on page 28 and 29 show all 16 heavy footprints. If you need to use the heavy footprints, they appear on the map and appear in a snowing glass.



SNOWHEAD TEMPLE

Inside the Green Dungeon, you'll find the Fire Arrow, a magic-using item that will charm your bow with hot properties. To reach the enchanted arrow, you'll have to muddle through a number of dangerous rooms. The first of them is home to White Boes. Slash them all, then exit the Dungeon by pushing the block down the hall.



DUNGEON MAP AND THE FIRST KEY



The Red Boes that will show you'll up if it gets close to you, but it won't be able to hit you if you're on top of the platform. From the safety of the raised area, dispatch the Red Boes with one of your arrows. Once the dust has settled, open the chest for the map.



Push the block to uncover a passage containing a Key. Picked it, then push the block along the wooden area in the floor. When you push it to the point further to the entrance, a chest will appear. You won't be able to reach it yet, so leave it for later.



When you exit room 3, turn right and aim your bow at the torch by the red doorway across it. Use a Fire Arrow on the torch, then enter the door you've just thawed out. On the other side, use your key to open the locked door.

COLLECTING THE COMPASS



When you reach the mouth of room 5, bypass the ceiling, then drop to the outside, where your shield and a strike back right after it starts to rain. Once you've put the fire to sleep, jump the cracked wall to repair the stairs to room 6.

FLOOR TWO TACTICS



Use your shield and bow to clear the way without as they fall and clear the ice on the pillars. Then the tops of the pillars are clear, jump across them. On the ledge, throw your bow the other way to uncover a key.



When you get to the ledge, a yellow chest. As Link, jump to the ceiling and fall into the hole to see the yellow chest. Once the yellow chest, then push the yellow chest. As Link, climb the green column and jump to the wall.



BATTLING WIZROBE



Wizrobe controls the Fire Arrow at 1. Switch him by rolling across the ramp at 2. When you cross onto 3's doorway, turn right, roll over the mine field, then over the drag strip, then race across.



Wizrobe will teleport from floor 1 to floor 2 to hit him when he controls you. After you get a few good whacks at Wizrobe, he'll teleport to 3 and unleash his freeze ray at you.



Wizrobe will project an illusion of himself into each floor tile. If you don't hit the real Wizrobe, he'll freeze you. Once you're defrosted, quickly move away since his icy pellets can refreeze you.



The real Wizrobe is the one who's not playing. Quickly look for room 2 to find the spinning Wizrobe, then hit as many tiles of ice. If you strafe yourself in a corner, you'll have a good vantage point.



PLAYING WITH FIRE

Your rummy spangly Wizrobe will aim you the Fire Arrow. The magical weapon can melt ice, so use it as your ticket into the

frozen doorways. Head downstairs to room 3 to find the first targets for your new weapon.

6. FREEZARDS



The Fire Arrow aims precision might, so aim carefully. Your targets are the three Freezards and the ice bridge. If you walk there, you'll be able to snap a key to a freezard chest.

16. BAVA BASEMENT



Bil's room 3 through the Also doorway, then long a right roll on doorways. Shoot the Fire Arrow at the frozen Bava's, then bounce into his ball on the Duke's Sled.

14. FLOWER FLIGHT



Launch out of the Bowl to fly to another flower-like enemy high atop the cliffs. Take flight again to reach room 14, then roll on 4 three times, and immediately to attack the cat.

12. CAGED SWITCH



Remember the switch to melt the frozen central column. Return to 2 and stand on the grid form. Hold the Freezard and eye switch for a bit in the other half of Room 2, then head for 13.

13. THIRD FLOOR



Use the Fire Arrow to melt the ice at 13, then climb the stairs to the third floor. When you reach the key at the stairs, turn right. Roll across the snowbank to reach 14 and use your key.



THIRD AND FOURTH FLOORS

14. BENO SENSE



When the mirrored light breaks out, dodge the cat's projectiles and retaliate with the Fire Arrow. A flower will melt the frozen area into puddles.

15. LIZALIS' LAIR



Remember, the two Lizalis' lairs will try to search you with their fiery breath. This quest may be tricky the regular 15. Go down past the ground on Down.

16. TOP OCTAGON



When you melt down 15, you'll be in the circle that stretches across the top of the octagonal tower. Use the roller at the top to cause it to rock over 17.

WIZROBE'S RETURN



NOTE: For a more challenging Wizrobe puzzle, see the developer and editor's comment in the following How To Play tip. For the 2.3.3 update, the developer's comment says that the puzzle is now a one-way puzzle. The puzzle is now a one-way puzzle. The puzzle is now a one-way puzzle.

AT THE TOP OF THE TEMPLE

Probably the trickiest part of Snowhead Temple is reaching the boss room. Although raising the columns in the central room enabled you to bridge the gap to room 13, you can no longer cross any of the lower floors' bridges. Your goal is to reach the stairway from the map, and to do so, you must shorten the column. Head to the lower floors and you have the Boss Key and begin downsizing the pillar. Look for the ball sections of the column, which you'll be able to remove Jenga-style.

12 BOSS KEY



Once you've defeated Wizzrobe, the Wizzrobe Arrowway in room 12 will unlock. Enter it to reach the treasure chest that contains the Boss Key.

13 SECOND FLOOR



Work your way down to room 13. Carefully cut and pack a peach (but not chocolate) into the ball sections of the pillar. J-suck it to the two places, as the second floor.

14 THIRD FLOOR



When you're finally shortening the pillar from the second floor, head up stairwell 13. But beware, the snowball landing to 14, then pack out the last pieces of pillar.

15 SNOWBALLING



By punching away all five ball sections of the central column, you'll shorten the pillar, enabling you to walk to the snowball bridge. An Owl will deliver the snowballs.

16 ROLLIN' ON



With the snowballs out of your way, you'll be able to go up stairwell 16. At the top, cut up as many snow and rock across the bridge to reach the boss chamber.

BATTLING GOHT

Masked mechanical monster, Goht, chills in a block of ice, as long as the bull boss is in Snowhead Temple, winner will continue to keep the Geon Village in its icy grip. Help springtime arrive by defeating Goht with a Fire Arrow.

TECHNIQUE 1



The safest way to lock Goht is to Link, and it's also the slowest way to skip the boss. If you're patient, it skips out the enemy alcove and fire your arrows at Goht when the bull runs past your sights.



You'll be able to land more shots on Goht if you start on one of the snowbanks along the perimeter of the bull's arctic pit. Walk in the circular clear, sneak upon the trick's brown jaw to not crash your supply of arrows.



Goht will try to charge you, and its stamping will cause attacks as to fall from its outflow. Stay on your ground and keep firing. You can shoot regular arrows faster than the magic Fire Arrow, so stick with your basic missile.

TECHNIQUE 2



The quicker, more exciting way to defeat Goht is to cheer after the bull is a bulked-up Darmani Roll after Goht is top speed, crawling into you to keep your magic power (pink) up, then run the boss with your shield/body



During the running of the bull, continue running Goht until it rotates to lay firing an energy beam at you. Sneak out of its way when you are it coming, or you'll be stopped in your tracks.



Maintain top speed so you're able to keep the spikes on your body poking out. You can run Goht multiple times if you zigzag between its legs when enough hits, you'll trip Goht into a fatal collision.



SPRINGTIME

GREAT FAIRY'S GIFT

With the defeat of Gohr comes the arrival of springtime. New things will be in bloom, and your magic power will be able to blossom if you return all 15 Stray Fairies to Sousehead's Fairy's Fountain. As your reward, the Great Fairy will extend your magic meter.



DEMOLITIONS AND DERBIES

The spring chase will enable you to reach the Goron Village's Cipton instructor, who'll teach you how to use powder bags. Only Gorons can use the heavy-duty explosive, and only after the demolitions expert in the village's panned has opened them. Once you've gotten his approval, you'll be able to use the powder bag to make an explosive entrance into the Goron Race track, where you'll compete for gold dust.



POWDER BAG



In a game, visit the powdered-helmet instructor inside the tunnel in Goron Village. Talk to him as Sousehead to take his test. The instructor will give you a full powder bag. Deliver it to the Goron Race track before it blows.

BOMBING RUN



Be the first to take your spore island #1 and #2 in the Mountain Whip camp on page 21, though right at the entrance leading to the Mountain Whip's valley. Turn the lever on the ramp, then leave it at the hospital.

BOCK AND ROLL



Once you've blasted away the hospital leading to the Goron Race track entrance, you'll be able to compete in the Goron games. If you pick the right entrance the first time first, you'll win a lot of gold dust.

SWORD UPGRADE

The bottle of gold dust you win at your dealer the next will be good for a sword upgrade at the Mountain Siftily. Before the smithy can use it, though, you must first upgrade your Koltin Sword to a Race Sword. Since the upgrade costs 100 Rappos, you'll need the 200-expected. Walk from the dealer in West Clock Town. If you deposit at least 200 Rappos, it'll be a good trade for you.



The sword upgrade you expect in the Race Sword like process takes, well, forever. Bring your spore back to the smithy and give him gold dust for a sword upgrade.



With getting the sword will be a bit of a challenge. Your friend the Gallop Sword. The upgrade is the longest and most powerful blade in the game.



TO THE RANCH

With two chapters complete, you'll be able to visit the ranch at the back west of Clock Town. Before you can get there, you'll need to complete the game's main quest. Once you've done that, you'll be able to visit the ranch. The ranch is a great place to visit. You'll find a lot of things there, including a lot of gold dust. You'll also find a lot of other things, including a lot of gold dust.



STRATEGY

NAPOLION NEEDS TO BE TAUGHT BRAVERY



CREATE EL TORO BOT

APPROX. BUILDING TIME: 4 HOURS || ACTION: 4000 STEPS



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A young boy with dark hair is smiling widely, showing his teeth. He is holding a Game Boy Color console in front of him. The background is a bright, warm yellow with some blurred shapes, possibly representing a playground or a sunny day. The text is overlaid on the top part of the image.

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Nintendo



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STAR WARS

EPISODE I

BATTLE for NABOO



**THE QUEEN HAS FLED... NABOO IS IN CHAOS...
HELP US, GAVYN SYKES, YOU'RE OUR ONLY HOPE!**

TEAR NABOO APART UNTIL YOU FIND THESE PLANS!

Good morning Lieutenant Sykes. This is Captain Kael, reporting to you on behalf of our commander, Captain Penda. Our allies at LucasArts Entertainment Company LLC, in cooperation with Naboo spin, have managed to secure a copy of the Trade Federation plans for the invasion of our home world—and the war is grim indeed. The greedy Trade Federation is sending a gigantic invasion force, and I fear that our capital city of Theed will fall within hours of its landing. Queen Amidala has fled Naboo under the protection of Jedi Knights

Qui-Gon Jinn and Obi-Wan Kenobi, and the entire planet is in chaos. Trade Federation forces are enslaving our people and looting our farms, smothering both the Gungans and Nibbles alike. We of the Royal Security Forces are the only thing standing between freedom and total annihilation, so heed the plans well—many Nintendo Power staffers gave their lives to bring us the information.



VITAL STRUCTURES

Comm Satellite

The following is a report on the battle readiness of Trade Federation forces. Our Comm Satellites are already in orbit around Naboo. Each one of the communication centers is heavily shielded and armored, and we feel that an assault by Naboo's Royal Security Force, or RSF, would be suicidal. We have taken the precaution of spacing out the shield generators, on the slim chance of a rebel attack.



Security Outpost

Below, you will find a schematic of our security outposts. We have quietly placed them at strategic locations around the planet, and they will be fully operational by the time of our invasion. Each outpost is guarded by heavy weaponry—including laser cannons and

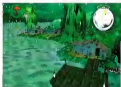
rapid-fire missile launchers—and well-illuminated, so enemy ships will be spotted long before we are within blister range. Once we take Naboo, any guerrilla forces will have to wipe out the outposts before launching a counterattack.



Swamp Trader Villages

If our invasion plan has a weak point, it is its inability to predict the resistance of the locals. While recent invasions of similarly sized planets encountered little in the way of guerrilla warfare, the people of Naboo feel a tremendous sense of loyalty to their leader, Queen Amidala. Below, you will find the standard design of a Swamp Trader Hut. Naboo swamp traders are a loosely organized community, and their nomadic lifestyle makes them particularly

well suited to avoid detection. Note the lack of defenses and escape routes. Our plan is to take advantage of that oversight by locating as many trader villages as possible and bombing them into nothingness. By completely destroying a number of villages, we hope to act as an example and force the locals into submission. The Trade Federation must not allow the nomads to unite with the Royal Security Forces—such an alliance would be a devastating blow to our invasion plans.



CRAFT, SHIPS AND SPEEDERS

Naboo is an enormous world of swamps, water and grasslands, and as such, we will be forced to fight a number of battles on land. Most Naboo speeders are designed for simple crowd control, but they can be dangerous in the hands of a skilled pilot—or a former defending his family.



MINIATURE CRAFT



The Smuggler Craft

There are reports that Boro the Hutt has hidden a Smuggler Craft, shown to the right, somewhere on Naboo. Slow and bulky, the ship has been a favorite of the Hutts for generations. While it possesses limited defensive capabilities, the craft is covered with nearly impervious armor, and it will take a lucky shot or a well-placed mine to bring one down.



NEW ARMOR BLASTER IS COVERED WITH ARMOR

The Trade Federation feels that Boro could be convinced to aid the resistance if the price were right, but that anyone who can be

bought by one side can also be bought back by the other. It will be worth our while to keep close tabs on him—you can bet that RSF pilots will be executing him if they manage to strike an alliance.



FORMER BLASTERS WITH ATTACHES

NEW ARMOR BLASTER HAS COVERED WITH ARMOR



Gunboats and Houseboats

Take a first look at our newest craft, designed specifically for the Naboo invasion. The Gunboat, located on the bottom right, is heavily armored and armed with both blasters and devastating Projectile Launchers. It is also capable of reaching incredibly high speeds and possesses a turning radius second to none. A fleet of our gunboats is capable of wiping out any water- or land-based resistance that the RSF can put up, but it's vulnerable to attack from the air. We have hidden the Trade Federation Gunboat at a secret base in the Naboo hills, and it awaits the order to strike. On the bottom left you will find a



ARMOR BLASTER



SYKES, THAT GUNBOAT WOULD BE A GREAT BOON TO OUR STRUGGLE! PANAKA MIGHT HAVE LOCATED THE HIDDEN BASE...

Swamp Trader Houseboat.

The craft is slow, bulky and poorly armored. Locals use them to shuttle

goods between villages, but we suspect that they'll use them to escape once our village bombing runs commence. Our pilots should have no trouble taking them out.



SWAMP TRADER HOUSEBOAT

SWAMP TRADER HOUSEBOAT

SWAMP TRADER HOUSEBOAT

Droid Bomber

The workhorse of our fleet, the Droid Bomber represents the pinnacle of Trade Federation technology. Well-armed and possessing both a blister cannon and torpedo launchers, the Droid Bomber is capable of striking quickly and holding its own in an extended dogfight. The craft is also able to drop massive amounts of artillery in a short period of time, making it the perfect ship for our needs. By using droid pilots, we also remove the element of unpredictability. Unlike a human pilot, a



**SYKES, WE WON'T BE
 DEATEN BY SOME PROID!
 THEY FIGHT FOR SPARE PARTS.
 WHILE WE FIGHT FOR THE QUEEN!**



droid will continue to fight until it is incapable, no matter the odds. The only disadvantage to a droid pilot is its skill—despite advanced technology, we have found that human pilots possess a greater ability to innovate, which can be invaluable in battle. Much work has gone into our AI, however, so they now have the ability to perform evasive maneuvers when fired upon. Note that while most of the Naboo arsenal—including Heavy STAPs, Flash Speeders and Police Cruisers—will pose

little threat, the Naboo Starfighter is of some concern. Our spies were unable to secure schematics, but we know from experience that the Starfighter is incredibly quick and maneuverable, as well as armed to the teeth. Analysis shows that a handful of Starfighters, if flown by skilled pilots, could take down a whole squadron of our Droid Bombers—even if they were vastly outnumbered. Destroying the Starfighters while they are still on the ground must be a top priority of our invasion force.


LONG ODDS AND A HARD ROAD

As the plans demonstrate, Lieutenant Ken has put a great deal of work into the Battle for Naboo, but we won't try to make your mission seem prettier than it is. The Trade Federation has its occupant, assassinated and our general. All we can do is fight with our own wits, our hearts and our hearts. Yes, Garen Sykes, will join Captain Panaka and Keel in leading the raging

RSP forces. You'll fly Speeders, STAPs, Cruisers and Starfighters—sometimes changing ships in the middle of a mission. You'll hug the ground at high speeds, cruise over dark waters at night, and dogfight five-on-one in the cold reaches of space. Sweeps will come alive with frigs and insects, while a majestic assault—based directly on John Williams' score—shakes your every nerve.

The rendering engine of Rogue Squadron has been rewritten from the ground up to provide you with crystal-clear views of terrain, backgrounds, ships and enemy blaster fire. Droid pilots are smarter than ever, and their new ships are more deadly than ever. We



also hear that there are many secrets waiting to be unlocked—and judging by the hidden craft in Rogue Squadron, we most find them if we hope to be successful. Destroy the Trade Federation, Sykes! Victory for the Queen, and freedom for Naboo! 



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3D
COLOR

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Mickey, Donald and the rest of the Disney Gang are ripping up the roadways from sea to shining sea, searching for a purloined pup named Pluto in Rare's retooling of a classic "Kart" racer.



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MICKEY'S SPEEDWAY USA

A trio of rotten little weasels has taken Pluto for a joyride across America, forcing Mickey to call in a rapid response team of beloved Disney characters. The dog doesn't seem to be in mortal peril, so the rescue party has time to tune up its go-carts in a series of races across fruited plains, near purple mountains' majesty and through grumpy parking garages.

A GANG OF GEARHEADS

You'll start with a selection of six racers who drive three types of cars. Pete and Goofy like muscle cars with a high top speed, while Daisy and Minnie prefer zippy rides that are quick off the line. Donald and Mickey have well-balanced setups.



MICKEY



WEIGHT
HANDLING
ACCELERATION
TOP SPEED



DAISY



GOOFY



PETE



MINNIE



DONALD



PUNISHING POWER-UPS

Professor Von Drake has it! Helpful, item-filled barrels of specific boost-ups on the tracks. After you pick up a barrel by driving through it, a few seconds will elapse before you'll be able to use the item inside it.



The Rosebud Dasher fires a ball in front of you. Be careful—it can ricochet.



Magnifying Glasses will track down opponents ahead of you then drive toward them.



Your rivals will split out and stop if they hit a splitter from your Paint Splasher.



If you're lagging behind, the Shield will give you a boost in speed and invulnerability.



You'll boost down the track at high speed if you give your car a zap of the Spritzer.



The Vasco Chaser launches a remote-controlled car to take out nearby racers.



Don't forget you can use the same as Donkey takes. The Scoreboard also will put a disability if you stand over your opponent.



TRAFFIC TROUBLES

Although you can race any of the first three circuits at the start of the game, Traffic Troubles is perhaps the least troublesome and a good place to practice.

INDIANAPOLIS



You don't need to go 500 miles on the famous track in Indy to win the first race in the Mickey's Speedway circuit. Easy turns and no aggressive straightaways make the targeting course simple. A good start should carry you through the entire race if you avoid major mistakes and opponents' attacks.



It's relatively easy to fight off opponents when they try to pass you on the gentle curves. Do as little turning as possible to keep your speed up.

NEW MEXICO



Feel out on the southwest's parched pavement, then don't give up opportunities in the high-speed. The twisty track rewards quick, legal and狡猾 accelerations, but more sluggish racers can even the odds with strategically placed power-ups.



Power Splodgers are the most common—and useful—power-ups you find in New Mexico. You can lose the profit in front of you or agglomerate it behind you. Try to lasso-paint on the far side of turns to surprise opponents.

SAN FRANCISCO



Don't let the beautiful views distract you as you tackle the position on roads near San Francisco Bay. A handful of tight turns can shake things up in a packed field, but the course should be easy to master if for a few practice runs.



Sharp curves often come at the bottom of big jumps, so be ready to turn when you come back down to earth. You'll fly farther if you skip your air with the direction of the track before you use a Turbo Pad to go over a jump.

GRAND CANYON



The first course in the Traffic Troubles circuit is far and away the most challenging of the bunch. For as it rewards good race-craft options for tracking the track, but you should try to stay as close to the walls as possible. A proper turn in the middle of the course can quickly quash your chances for a win.



Watch for a shortcut at the start of an uphill straightaway. It won't give you a tremendous lead, but every second helps when you're racing for a trophy.

MOTOR WAY MANIA

From the frontier freeways of Alaska to the busy docks of Philly, Motor Way Mania will keep you swishing with cars and carts.

LOS ANGELES



The City of Angels is just as renowned for its glitz as it is for its car culture, but you won't have any trouble reaching your car's maximum speed on LA's figure-eight track. Watch out for Baseball Choppers if you're in the lead.



A quick start is critical to winning the short Los Angeles stage of the circuit. Wait until Harry has up all three headlights before you hit the accelerator. If you spin out at the beginning, you may as well start over.

LAS VEGAS



The bright-light city's gonna get your car on fire, or at least cause you to wreck, if you don't anticipate the many sharp turns on its race course. Until you learn all dog-leg pitfalls that lie ahead—like a fissure in the road—you'll be gasping when you take the lead.



A narrow bridge across a chasm near the end of the course can help you or wipe parts of your tires. If you stray over the edge of it, however, you'll ensure your defeat.

ALASKA



The Land of the Midnight Sun would be a beautiful location for a race in July. Think about that first while you get tangled with slow ice up during your winter race, the short, sharp courses are rife with obstacles. Mix the rounds of solid ice in the middle of the road.



The course splits in two locations, offering alternate—but not equal—routes to the finish. As always, your best bet is to stay on the inside track.

PHILADELPHIA



There's no bright light on the dockside course in Philadelphia, just plenty of moving crates and other obstacles. Brown racers can cut the distance around the track by threading the needle between the dock edge and the tall stacks.



Power-ups aren't as plentiful on the course as they are elsewhere, so you may want to take a little detour up a ramp before a warehouse entrance. The barrier there may give you the best shortcut to win.

FREEWAYPHOBIA

After a quick spin through the wide-open landscape of South Dakota, you'll face tough turns on the mean streets of three American cities.

DAKOTA



The Dakota course is a short route through the native state country side—a quick and dirty race before you move on to the later stages of the Freewayphobia circuit. Watch out for a sloppily paved road that can slow you down in a crowd, but don't overcompensate to avoid the muck. A jutting wall prevents wide turns.



A sharp curve just after the course starting point may send you hurtling into the wall before a tunnel if you don't turn with care. The nearby jump pad will help get you back in the race if you go off course.

NEW YORK



Navigating the mean streets of the NYC race course would give even the most experienced driver fits. High curbs and right-angle turns may give you trouble staying on track, but it's the twisting lanes that requires the most care.



A narrow stretch of pavement separates two water-filled ditches near the start of the course, so you should try to stay near the center of the course to avoid a slowdown.

SEATTLE



The Emerald City is part of a straight blue when you race at night. Squared through the city streets that form the parkway and across a sewer before you start. The loop again. There are plenty of turbo pads to speed you forward, but too much speed can send you crashing into walls.



A ramp allows you to take the high road before you reach the entrance to the storm sewer, but you may not gain much time unless you approach the ramp at full speed.

CHICAGO



The Windy City hasn't shown of some far-out driving hazards, but you won't have to worry about them: just a slide-up road race course. Instead of fighting wind and sleet, you'll send up ramps and through narrow tunnels while avoiding pipes.



A very narrow ramp along a wall leads to an excellent shortcut through a narrow tunnel. Be prepared for a right-angle turn just inside the tunnel.

WINNING IS JUST DUCKY

You'll receive a trophy if you're ranked first, second or third after completing all four races in a circuit. If you come in first, you'll probably get other cool prizes, such as a new cheat or an additional race.



Take first place on the first three AmFur circuits to unlock Dewey, a wild racer who loves a lightning-fast acceleration.



It's good to try out the courses of the amateur in intermediate levels, and winning at the professional level will unlock the best game bonuses.



Win gold trophies on the first three intermediate circuits to unlock Louie, whose car features excellent handling.



Don't overlook a new coding circuit, Victory Vehicles. If you win all three rounds at this professional level, the new course is more challenging than those found in earlier circuits.

VICTORY VEHICLES



The Northwest course flexes up to its name by providing much more than your daily allowance of meters on the track. Use turbo pads whenever you need them.



Take a whirlwind tour of the White House and the Mall while taking off five of your medals for the win. Use the Paint Splatser in front of the White House entrance.



A forest may seem like the preferred way to travel in the Everglades, but you're stuck with your car. Make the best of the situation by finding narrow trails through the vegetation.



Melvin has miles and miles of private acreage property so to go through at high speeds. Watch out for piles of debris on the road and a dangerous boardwalk near the finish line.



AND NOW, THE GOOD PARTS...

Winning isn't everything in Mickey's Speedway USA. Forging is also important. Find four crucial auto parts at hidden locations on the different tracks to open a new circuit.



The parts are hidden on later-mapped parts of the courses, so take a look around after you've won your trophies.



Fill in the silhouetted parts on Ludwig Von Drake's display screen to open the last stages of the game.



FRANTIC FINALE

Once you have all the parts, you'll be able to chase down those dirty weasels who stole Pluto. In addition to a new four-course circuit, you may also find a secret course hidden in the game.



CONTEST MODE

Up to four players can use power-ups to battle it out on four special tracks. The last character standing wins the contest. Don't sit back and watch, however, or you may get a baseball between your eyes.



THE WHITE HOUSE

It's fun to tear up the presidential landscaping. The power-ups are all near the center of the arena, but you can take them to the protected perimeter to use them.



ARENA

The Arena is a wide-open canyon that will test your racing driving techniques. Try to ram into your opponents quickly—Arena matches are short.



DOCKYARD

The central ramp in the Dockyard offers the quickest way to get across the track and the easiest way to get hit with a baseball.



STEAMBOAT

The Steamboat is the most trackside of the Contest tracks. Get some air on deck or hit the central dance floor inside the boat for some extra-revved fun.



FINISH LINE

Don't get so wrapped up in the four-wheeled, multiplayer fun that you forget to rescue Pluto. The game will reward you with cheats and features as you win new stages—so keep pedaling the pedal to the metal.

What will you find in the Rugrats in Paris video game?



Roar through the streets of Paris



Get chopping with Chuckie Chan



WIN carnival game prizes



NICKELODEON
VIDEO GAMES



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Donald Duck stars in the quacktion-packed platformer *Goin' Quackers*, a fine, feathered game from the fun folks at Ubi Soft.

Disney's
DONALD DUCK

"GOIN' QUACKERS"



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Duck-Billed Platformer

Disney's Donald Duck *Goin' Quackers* is a clever, colorful game that makes the most of its cartoon star's background and appeal. Fans of the high-strung waterfowl should be thrilled to learn that Ubi Soft has made sure that Donald's personality and his supporting cast have made the transition from cartoon to cartridge rather seamlessly. Donald can't duck, but he does jump and double-jump—a lot!

On Top of Mt. Duckie

Duckie Mountain is much easier than the rest of the levels, especially the first stage, which is mainly for training. Be sure to perfect your jumps and double jumps in the relative safety of the forested mountain—the later levels are far less forgiving. You can reenter any stage after you've beaten it to pick up extra lives.

Bridging the Gaps



As you soon learn, bridges vary in length when you're Gov. Goodies. In the case of the floating bridges, which take risky forms on the dirtiest levels, you should wait until the bridge moves toward you before you jump to it.

Tying with Enemies



Each of the levels has a locked stage that opens a floor you've collected all of the floating logs for one of Donald's neighbors. Each is a chase stage where you run toward the goal not trying to outrun anything. You don't have to beat the stage to reenter it.

Gov.'s Garments



Once you've completed the chase stage on each of the levels, Gov. will appear and challenge you to beat his rap score on the other four stages within the level. If you beat his times, Gov. will give you a new outfit to wear. Try not to lose a life—you'll have to restart from the last checkpoint, and that sets up previous time.

Egg-citement



Donald has a big chicken to try one of the reflector pieces for the level with place. The chicken will drop eggs that hatch out tiny but mean chicks. Punch the chicks with B and keep moving toward the base trying to avoid a falling duck. Avoid the big chicken when it decides to drop to the ground, or you'll be eating dust. When the chicken sits on the ground, jump onto a nest. Repeat the pattern twice more to do the final two.

Goodies

There are a few helpful items that will give Donald a boost while he's trying to rescue Daisy.



Milkshakes

Run over every Milkshake you can—they heal Donald and provide a burst of speed plus a constant attack for a few seconds. Milkshakes are available in the chase stages, where every second counts.



Extra Lives

Donald's 2-D stage grants you extra lives. While sometimes set in the night, they're usually hidden under a mossy rock or cardboard box ledge. The earlier levels have more extra lives than the later levels do.



Stars

You'll also earn an extra life every time you collect 100 stars. Yellow Stars are worth one, Blue Stars are worth five, and Red Stars are worth 10. The Red Stars are hardest to reach.



Down in Duckburg

Donald's hometown, Duckburg, is a pretty dangerous place, and most of it seems to be under construction. Things get trickier in the town, too. It's not just the extra lives that are hidden—some of the spell books and toys are hidden, as well.



Trash Talking



Time Donald's jump so that he lands when the trash can is not spinning around with the debris, or Donald might take damage or get knocked down. You can jump on top of the trash can or push it to defeat it. Watch the forward jumps—they're very hard to gauge.

Balcony Scene



You don't have to get up to the balcony to continue, but with two Red Stars and an extra life at stake, you might want to take the chance. You need to use a double jump to go the narrowest. It might take you a few tries to get the hang of the sideways jump to the balcony.

Plank Ride



Donald's a little waxy on the slowly spinning planks, so it doesn't affect his ability to jump. Try to jump as the planks spin toward each other.

Tricky Toy



Jump behind the bushes to find a very well-hidden spell book inside the tunnel. Rush back out of the tunnel and move forward to the waiting toy. Move very quickly, or the toy will become unresponsive and you'll have to hit the book again.

Trackie!



All of the chess stages are exciting and very difficult. Try to follow the path of the stars as you run from the track or whatever happens to be blocking you. They usually fall on the best path.

Wrecker Run



The Beagle Boy tries to frustrate Donald with a wrecker's ball. Run out of the ball's path, then kick the Beagle when he emerges from the machine. Run over the green dynamite to send it back to him. Repeat three times to beat the Beagle.



Inside Magica's Manor

It's sort of odd that Donald would have to take a shortcut through Magica DeSpell's haunted manor on his way to save Daisy, but he does. Magica decorates with a lot of nasty spikes that Donald should avoid for safety's sake.

The Old Ball and Chain



Magica can't get enough of the metallic spiked balls, and if you're not careful they'll be the end of Gonk! Jump over some of the spiked balls, and remember of they— it depends on the position of the ball and the height of the ceiling.

Hand Off



Several areas have floating walkways that move up and down to confuse you. Always jump down, not up, to reduce the risk of being hit. Single jumps should get you over to the next hand. Watch the position of each hand so you aren't surprised mid-jump.

De-Caffinated



Timing is always important in platform games, especially this one, and the coffee line is a perfect example. You have to wait when the spikes are still up so that you land when the screws are green and the spikes are gone. Gonk's friend on the coffee line too long.

Give You a Hand



You have to jump to avoid the flames of the pumpkin. If you do jump into the spikes accidentally when avoiding the floating hands, jump sideways, toward the blue & red, which should always be your guide to the correct path.

Defeat DeSpell



Push the pumpkins off the ledge, then jump high to hold the lightning bolts. Watch the lights to know which cell it is to settle on to avoid the spikes. The left one is left up is safe. Hit the skull bomb to send it at Magica. Repeat the process three times to defeat her.

Goodies

There are a few other things to collect in Gonk's Quackery, plus a system of lights that show where you've already accomplished.

Nephew's Toys



The four open stages in each level (four star toys) Donald represents how fast you did and hit the speed blocks to make the toys solid enough to pick up for a short time. Collect all the toys in a level to open the levels of the stage.

Teleport Pieces



Each of the four open stages in every level also contains one piece of the teleporter. Donald needs to move on to the next level. The glowing golden pieces are often hidden near the initial drawings.

Lights



The teleporter tubes in Gyro Lab and the teleporter cube in every level also contain one light up when you've collected all the toys in the stage (don't forget Gonk's best time/clock), or completed the entire stage (light bulb). Use the lights to keep track of your progress.



Through Merlock's Temple

Merlock doesn't appreciate Daisy's meddling in his business, and he doesn't appreciate Donald's attempts at ransacking her, either. Merlock's Temple is by far the hardest level in the game, requiring even more precision than the toughest levels that came before it.



Spinning Ducks



Beware the spinning big duck guards. Unlike the other spinning guards that behave similarly, the spinning big duck guards have sharp spines on their heads that will hurt Daisy if he tries to jump on them. Punch the guards or just avoid them—and don't attack when they're spinning. It hurts!

On a Roll



The statue will roll your way as you push to move the large stone ball that's chasing you. To get around it, you need to jump a bit toward the left of the statue, then double-jump (tap-spawn) under toward the path. It's pretty tough to accomplish.

Save the Snack



Hit the back at the bottom of the wall, then jump down side to side on the descending platforms to get to the top. Don't pick up the Milkshake right away. It wastes too much time. Jump over to the left to pick up the box, then go back to the right endpick up the Milkshake.

Magically Pernicious



Merlock transforms into a fire-breathing dragon. Run away from him while avoiding the different kinds of fire he shoots at you—and all that hot lava. Hit the switches as you pass them to trap Merlock in his electrical field as you can run to the gun a short distance away. Shoot the fireball and the green gem, then start raising again. Three times is still the charm.

Quack Up



Disney's Donald Duck: Goon! Quackers plays a lot like the Utah Soft's Rayman game, and while the four worlds don't add up to a long quest, you still have four of Gander's records to beat in each level, which nearly doubles the number of stages you have to play if you wish to complete the game. You don't have to play the Chase stage or beat Gander's records to save Daisy—but it might impress her.

The Cotton Hills Megaplex
has 32 employees,
26 theatres,
8 concession stands, and
one unwelcome guest...

PREMIERE
TONIGHT!

PREMIERE
TONIGHT!

PREMIERE
TONIGHT!

MIDNIGHT
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PHANTOM OF THE MEGAPLEX

Premieres
Friday, November 10
7pm/6c

A Disney Channel Original Movie





***THE KEY TO SUCCESS
CAN BE PUZZLING.***

Set foot on the wild side of a 3D world and you'll be in for a wild ride. Capture rare and elusive animals, solve puzzles, and explore the ultimate eco-system of the game. Explore far reaches of the world to unlock helpful monsters, cool artifacts, and much more. Discover hidden secrets just as you encounter all your favorite Monster Rancher franchises... and some new additions.

Monster Rancher
at
EXPLORER

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SPIDER-MAN

NOV. NR.01



HELP, SPIDEY--THE CITY NEEDS YOU!

IT'S A WALL-CRAWLING, WEB-SLINGING, ROOFTOP-HOPPING SLUGFEST AS ACTIVISION'S AMAZING SPIDER-MAN GAME COMES FLYING ONTO YOUR N64. WATCH IN SLACK-JAWED AMAZEMENT AS YOU SLINK ACROSS WALLS AND CEILING. HOLD ONTO YOUR STOMACH AS YOU SAIL OVER URBAN CANYONS 50 STORIES HIGH. AND LISTEN IN WONDER TO A SCORE OF DIGITIZED VOICES, INCLUDING THE MASTER OF THE PEN, STAN LEE HIMSELF!

classified


Information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

TUROK 3

REVENGE OF THE UNDEAD

DISPEL THE SHADOWS

 Tired of having big, ugly monsters chewing on your leg? Want to experience the unbridled joy of the Vampire Gun? The folks at Classified Info have dug up a slew of cheats for Turok 3, and now we're passing the savings on to you. At the cheat screen, use the little animal silhouettes to enter codes. Some look alike—so if a code doesn't work, try a different picture. *Mouse The Cougar* is the odd shape there from the left on the bottom, the *Raven* is second from the right in row two, and the *Hawk* is second from the left in row two.

CHEAT

CODE

INVINCIBILITY

RAVEN, SALMON, EAGLE,
BEAR, LIZARD, RABBIT

ALL WEAPONS

OWL, BEAR, OWL,
INSECT, HAWK, OWL

UNLIMITED AMMO

SALMON, ELK, BULL,
SNAKE, EAGLE, SALMON

ALL KEYS

LIZARD, DRAGONFLY,
BULL, BEAR, WOLF,
EAGLE

GASP! MODE (ADDS
SOUND EFFECTS IN
MENU SCREENS)

DRAGONFLY, BULL,
RABBIT, SALMON, EAGLE,
RAVEN

DEATHMATCH
MANNEQUINS (LOCKS
DEATHMATCH ENEMIES
INTO FUNNY POSES)

SNAKE, BULL, SNAKE,
FROG, BEAR, ELK

PEN AND INK

If you want the world of Turok to resemble one of your English class doodles, insert the code *Cougar, Horse, Elk, Salmon, Cougar, Hawk*.



GOURAUD

Does a pretty color. To make the light cast across of Oblivion seem like a rainbow, insert the code *Lizard, Salmon, Insect, Salmon, Wolf, Dragonfly*.



SKINNY

A diet consisting of whatever you find lying on the ground can't be healthy, and this code proves it. Punch in *Horse, Eagle, Snake, Cougar, Insect, Salmon* to see why you should always eat your vegetables.



BIG HEADS

My grandma! What a big head you have! Type in *Cougar, Wolf, Snake, Rabbit, Lizard, Cougar* to see a raptor that would make the big, bad wolf proud.



SHORTY

Not only does this code make everyone the size of a toothpick, it makes the game much more difficult—since you're constantly trying to defend your innards. Input the code *Frog, Frog, Salmon, Insect, Wolf, Cougar* to unlock Shorty Mode.



DRIVER

YOU ARE THE WHEELMAN

CHEATS PLEASE, JEEVES

10-10 You may not *shock* the rich and famous around, but you'll be able to run their lanes without fear. To access the cheat menu of Driver for Game Boy Color, highlight the "Undercover" section of the menu screen and press Up, Up, Down, Down, Up, Down, Up, Down, Up, Up, Down then Down. You'll be able to unlock every city, become invincible or get the fun off your tail.

DEMOLITION DERBY

Smash into cars and buildings with impunity using Driver's special cheat menu. It's like driving back in the old days—you know, before stoplights, cops and all these other good things.



APOCALYPSE? NOW!

10-10 Professor X would be proud! There is bound to be a lot of happy X-Men fans opening their magazines today, because we've unlocked the two secret characters in the Game Boy Color version of X-Men: Mutant Academy! Fight using the sly moves of Phoenix or the massive brute strength of Apocalypse! Both codes are entered in at the title screen.



! Press Down, Right, Down, Up, Left, Right, then B and A together to unlock Phoenix.



! Press Right, Left, Up, Down, Left, Up, then A and B to be Apocalypse.

GRAND THEFT AUTO

WHO ARE THESE GUYS?

10-10 Continuing our theme of smash-and-grab games for the Game Boy Color, check out a wacky password for Grand Theft Auto. Go to the character selection screen, highlight the name Kelly and change it to Garner. You'll unlock pictures of the design team and even be able to use them as characters! Wonder if their parents know what they've been up to...



We're not sure what Fall means, but we're sure that a Flak jacket won't be much help for this fellow.



Speed Designers work long nights, but it looks like Vanya's gone to working nights only.

TUROK 3

SHADOW OF DEATH

HANDHELD HIJINKS

10-10 Why let big brother have all the fun? We found lots of codes for the N64 version of Turok 3, so it's only proper that we share a couple for Game Boy Color, as well. Go to the code entry screen and enter ZXLCPM2 for unlimited ammunition. You can also try out the code HJVHDCX, which gives you unlimited lives. It's very handy when tooting around in a tank.

THE TERROR OF TUROK

You'll have 99 arrows, and they'll never go away. Now that's living! Thanks to the clever reader who sent us these codes. We found them stuffed in our mailbox, hastily scrawled on the back of a large eagle feather.





CODES APLNTZ

We have so many NFL Blitz 2001 codes, we could use Dennis Miller's color commentary. The numbers correspond to the number of times you must press the buttons at the code screen. For the Infinite Turbo code, press the Z button five times, B once, A four times and Up on your Control Pad.



Where's my head? At least helmets will be cheap this year, thanks to the headless team! Code

Z	B	A	PAD	RESULT
5	1	4	★	INFINITE TURBO
0	3	2	★	FAST TURBO RUNNING
3	1	2	★	POWER-UP DEFENSE
4	2	1	★	POWER-UP DEFENSE
2	3	3	★	POWER-UP TEAMMATES
3	1	2	★	POWER-UP BLOCKERS
0	4	5	★	SUPER BLITZING
1	2	3	★	SUPER FIELD GOALS
3	4	4	★	NO INTERCEPTIONS
4	2	3	★	NO RANDOM FUMBLES
2	1	0	★	NO FIRST DOWNS
1	5	1	★	NO PUNTING
2	1	1	★	OUT-OF-BOUNDS ON
2	5	0	★	FAST PASSES
0	1	0	★	LATE HITS
0	0	1	★	SHOW FIELD GOAL %
1	0	2	★	HIDE RECEIVER NAME
4	3	3	★	INVISIBILITY
0	5	0	★	BIG FOOTBALL
2	0	0	★	BIG HEAD
0	4	0	★	HUGE HEAD
3	2	1	★	NO HEAD
1	2	3	★	HEADLESS TEAM
2	0	3	★	TEAM BIG HEADS
1	1	5	★	NO PLAY SELECTION
0	2	1	★	SHOW MORE FIELD
0	1	2	★	NO CPU ASSISTANCE
4	0	4	★	POWER-UP SPEED
5	5	5	★	HYPER BLITZ
3	1	4	★	SMART CPU OPPONENTS
2	1	2	★	WEATHER: CLEAR
5	2	5	★	WEATHER: SNOW

SEND CODES TO:
 NINTENDO POWER
 CLASSIFIED INFORMATION
 P.O. BOX 97093
 REDMOND, WA
 98073-9733

INDIANA JONES

TURKEY

and the INFERNAL MACHINE

THE CHARACTER WHO TURNED ARCHAEOLOGY INTO A CONTACT SPORT IS COMING TO THE REScue THIS FALL IN AN ADVENTURE THAT BRINGS AROUND THE GLOBE AND PUTS INDIANA JONES AGAINST THE MIGHT OF THE FORMER SOVIET UNION.

ARMED WITH A BULLWHIP AND A SHOT PISTOL, YOU'LL HAVE TO WATCH YOUR STEP OR BECOME A RELIC YOURSELF.



Available on PC, PS2, Xbox
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★ **ARCHAEOLOGY IS THE SEARCH FOR FACT, NOT TRUTH.**

EGYPT

★ THIS BELONGS IN A MUSEUM

ARMENIA

Yerevan

AZERBAIJAN

Baku

SURUGSAY

TURKMENBASHY

NAMIK

TURKMEN



121. The work of a young Turkmen artist is on display in the National Museum of Turkmenistan in Ashgabat. One of the artist's pieces is a large, flat, light-colored object, possibly a piece of art or a craft, that will be displayed in the National Museum of Turkmenistan in Ashgabat.



122. A young Turkmen artist is working on a large, flat, light-colored object, possibly a piece of art or a craft, in a workshop setting. The work of a young Turkmen artist is on display in the National Museum of Turkmenistan in Ashgabat.



123. A young Turkmen artist is working on a large, flat, light-colored object, possibly a piece of art or a craft, in a workshop setting. The work of a young Turkmen artist is on display in the National Museum of Turkmenistan in Ashgabat.

124. A young Turkmen artist is working on a large, flat, light-colored object, possibly a piece of art or a craft, in a workshop setting. The work of a young Turkmen artist is on display in the National Museum of Turkmenistan in Ashgabat.

★ SNAKES! WHY DID IT HAVE TO BE SNAKES?!

125. A young Turkmen artist is working on a large, flat, light-colored object, possibly a piece of art or a craft, in a workshop setting. The work of a young Turkmen artist is on display in the National Museum of Turkmenistan in Ashgabat.

126. A young Turkmen artist is working on a large, flat, light-colored object, possibly a piece of art or a craft, in a workshop setting. The work of a young Turkmen artist is on display in the National Museum of Turkmenistan in Ashgabat.

Bahgdoo
R A Q

ANCIENT CITY OF BABYLON



127. A large, ancient stone structure, possibly a wall or a gate, with intricate carvings and a central archway. The work of a young Turkmen artist is on display in the National Museum of Turkmenistan in Ashgabat.



128. A person standing in a dark, narrow passage or tunnel, looking towards the camera. The work of a young Turkmen artist is on display in the National Museum of Turkmenistan in Ashgabat.



129. A person standing in a dark, narrow passage or tunnel, looking towards the camera. The work of a young Turkmen artist is on display in the National Museum of Turkmenistan in Ashgabat.



130. A young Turkmen artist is working on a large, flat, light-colored object, possibly a piece of art or a craft, in a workshop setting. The work of a young Turkmen artist is on display in the National Museum of Turkmenistan in Ashgabat.

BAHRAIN QATAR

★ X MARKS THE SPOT! *NP* KAZAKHISTAN

It's a land of ancient wonders, the site of thousands of years' worth of life in a single place. But it's also a place that's never been completely explored. It's a land of secrets, a land of mystery, a land of discovery.



In Kazakhstan, the ancient city of Issyk-Kul is a UNESCO World Heritage site. It's a place of mystery and discovery, a place where the past meets the present.



It's a place of mystery and discovery, a place where the past meets the present. It's a land of secrets, a land of mystery, a land of discovery.



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It's a place of mystery and discovery, a place where the past meets the present. It's a land of secrets, a land of mystery, a land of discovery.



★ IT'S TIME TO GO TO WORK.

"THE GAME USES THE N64 PRO TO ITS FULL POTENTIAL."



Using its amazing new technology, the game uses the N64 Pro to its full potential.



Using its amazing new technology, the game uses the N64 Pro to its full potential.



★ YOU HAVE CHOSEN WISELY!



MS. PAC-MAN

MAZE MADNESS

The first lady of video games is back in an a-maze-ing update of the game that made her a star.



TM & © 1997, 2000 Namco



Ain't Ms. Behavin'

Ms. Pac-Man Maze Madness modernizes the ghost-dodging, dot-gobbling fun of Ms. Pac-Man without losing the magic or the feel of the original game. There are puzzles to solve inside the many mazes that the Ms. is so mad about, and plenty of enemies to avoid.



Multiplayer Mode

Ms. Pac-Man boasts a trio of multiplayer modes that take place inside a quarter of mazes. One to four players can enjoy the games, with computer players taking up the slack when fewer than four humans join in the game.

Dot Mania



Grab the power-ups that float around the maze randomly, and gobble up the dots that fall onto the maze as you're playing. The first person to pick up 76 dots wins.

Ghost Tag



Most players begin as ghosts, but one player dies out. Catch the one Pac-person to become a Pac-person yourself, then collect dots. The first player to 50 wins.

Da Bomb



Run around the maze with a ticking time bomb in your hands. Eat up 76 and (if) another Pac-person to pass the bomb on. Don't be caught holding the bomb when it goes off.

Time Trial Mode

After you've played a level several times, you can try the Time Trial Mode. Each level has a different time that you have to beat to collect an extra star. You don't gobble dots or pick up fruit in the mode—instead, you rush through the level, trying to beat the clock.

Clocks



Clocks appear where the hearts appear in the Quest Mode. Pick them up to add 10 seconds to your timer. In most levels, the extra seconds from the clocks are necessary to get through a level.

Enemies



Avoid hitting the enemies—they'll subtract points from your best-scoring timer, and you can't afford that. Some enemies do only five points of damage, while others attack for 10 or 20.

Pellets



Get the power pellets to turn the enemies blue, then eat the enemies. You'll gain a few seconds for every enemy you cleanup. If you cleanup a blue zombie in the middle of its body, you'll get twice time.



Stars

You earn stars for various accomplishments in the game. To earn a star, score more than 20,000 points in a level, eat all the fruit in a level, get all the dots in a level or beat a level's time trial. You need the stars to advance to the higher levels—four to enter Crystal Caves and 42 for Gobble!

Quest Mode

The Quest Mode is the central Maze Madness game. Ms. Pac-Man must eat dots, fruits and bad-dies while solving puzzles to open up more of the maze. Try to accomplish as many things as once as possible—eat all the dots and find all the fruit you can.



Cleopatra

The Egyptian-flavored level is your introduction into Ms. Pac-Man's newest adventure. Dr. Pac will show you how to do many things.



Berry Bounce

Push the arrow box as close to your Ms. Pac-Man's piece to land, then walk her over to the strawberry.

Gray Boxes



Many levels have mysterious gray boxes that you can't get past until you've played the Gobble level in this Ms. Pac-Man Madness. Beyond the boxes are peculiar maze fruit and dots that you can reach only after you have the key.

Mummy Dearest

The second level is far more challenging than the first, and it introduces a few more movements that Ms. Pac-Man must use to travel around the levels. Remember to get all the dots in every area!



Knock Down

Use your blue spitters to hit! Ms. Pac-Man against the pillar, knock by repeat the process while the pillar is rocking to Ms. Pac-Man leads so it so it rocks away to knock it down.



Light Up

Step on the red light buttons in the order shown to move the door. Not all red lights have to be switched on in a particular order to open a door or gate, but these must certainly do.

14. Hammer	15. Arrow
15. Pickaxe	16. Strength
16. Ice Block	17. Bomb
17. Ice Block	18. Bomb
18. Ice Block	19. Bomb
19. Ice Block	20. Bomb
20. Ice Block	21. Bomb
21. Ice Block	22. Bomb
22. Ice Block	23. Bomb
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90. Ice Block	91. Bomb
91. Ice Block	92. Bomb
92. Ice Block	93. Bomb
93. Ice Block	94. Bomb
94. Ice Block	95. Bomb
95. Ice Block	96. Bomb
96. Ice Block	97. Bomb
97. Ice Block	98. Bomb
98. Ice Block	99. Bomb
99. Ice Block	100. Bomb

Crystal Caves

The Crystal Cave level requires four stars for entry. If you don't have enough stars, go back to the previous levels to earn enough. There are plenty of challenging block-pushing puzzles in the level. Follow the arrows as shown.



Pacfooticus Stompicus

To make the most out of your ice blocks, follow the arrows and place the blocks as shown. You have to push some of the blocks from several different directions to complete the sees successfully and move on to the next part of the level.

Freezer Burn

You'll need to switch on the lights in Freezer Burn in a particular order, just like in Mummy Dearest. Earn more ice-

block-sliding puzzles assist in Freezer Burn. Below are two of the trickiest. Follow the arrows as shown.



Lightly

Follow the numbers above to switch the lights on in the correct order. If you accidentally step on the wrong light, you'll have to start over.



Cool Down

The blocks in Freezer Burn are sometimes used to cool the lava temporarily so that Mr. Pac Man can walk over it safely. It doesn't stay cool for long, though, so move quickly to make sure you don't get burned.



Year of the Pac

The fire-breathing dragon is just one of the many fantastical creatures walking around the Year of the Pac. Watch yourself—you could get all fired up!



Blow Up

Push the TNT box into the concrete box to release the dragon, then lure it near to the gunpowder to ignite the other box of TNT. The entrance to the next area will be opened by the chain reaction.



Haunted Halloween

The huge Haunted Halloween level takes place in a creepy castle that's more trick than treat. You'll have to take a lap and a half around the level to complete it.



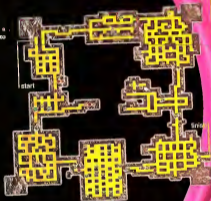
Bolting

The Mooks maraud with lightning bolts that move the lightning bolt strikes. Let it hit, then run after it to avoid its shocking effects.



Lights

The lights in Haunted Halloween do not need to be moved in order, but all of them need to be green at the same time to open the door.



Creature Feature

Another new item for Ms. Pac-Man—the cannon—is in Creature Feature. Push the Control Pad or the Control Stick in the direction of the red shell to shoot it.



Fired Up

Two cannons appear in adjacent rooms. Blast the concrete blocks in both rooms, then enter one of the new openings to collect dots and fruit. If you walk around long enough, you'll come to the other cannon room.



Goblin' *NP*

You need 42 stars to enter Gobblin'. Collecting that many stars may take a long time. The beginning of Gobblin' is unlike anything you've done in Maze Madness before. A large Pac-Manish goblin chases you along a maze, eating the very ground you walk on. Run for your life, or it will soon be over.



Tough Going

Whenever possible, avoid the rough green patches that slow Ms. Pac-Man down. Otherwise, hurry through them.



Slick Spots

The icy patches are slippery and could send you sliding into the explosives. Move Ms. Pac-Man carefully, but don't slow down!



Jump Change

Many jumping pads are placed along the route. Use them whenever possible, as they are the fastest way to move.



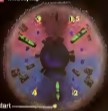
Heartache

Pick up the hearts if you can, but never stop or go back for one. —you simply don't have the time, and there aren't many chances to get hurt in the level, anyway.



Mesmerelda

After your run from the goblin, you must use the cannons to blast Mesmerelda in her castle. When she's in a red window, use the cannons on the red ground. When she's in a blue window, use the cannons on the blue ground. Or follow the diagram on the right, if you prefer.



Classic Mode

Ms. Pac-Man: Maze Madness includes the classic Ms. Pac-Man game that started it all. It's still entertaining almost 20 years later.

Group Dining



It's always better to wait until all of the ghosts are close together and score a power pellet. You can score more points if you eat them all, and they'll be out of your wig, too.

Not Just One



Try to eat all the dots in as few arcs as possible. It's very hard to rush back to a single dot when four ghosts are coming at you from all directions—you won't make it.

Lure Away



Sometimes you need to cruise past the ghosts to get them to follow you away from the dots you need to reach, especially when you don't have any power pellets left.

Make No Ms.-take

Ms. Pac-Man: Maze Madness is a worthy addition to the proud Ms. Pac-Man tradition, and it deserves to be as popular as its predecessor. Gamers who grew up with the Ms. and gamers who weren't even born when she made her debut alike should gobble up the dot-munching diva's heart. ♡

Cruis'n

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Midway Nintendo
Game Boy Advance

ESRB
E
EVERYONE

EXOTICA

From the wild waterways of Atlantis to the red dust roads of Mars, Midway's Cruis'n Exotica takes racing to new extremes. With 28 tricked-out cars, 12 tracks, three standard game modes and a "secret" Exotica game mode, there's more than enough tire-squealing action for one to four players. There's no speed limit where we're goin', baby!



Off-Ramp to the Outer Limits

The latest addition to the Cruis'n family adds some exotic touches and radical cars, but the *Dave* of the original arcade hit (and N64 title) remain among. The arcade-style action is about busting, crashing, ripping and flipping. If you want a dose of reality, you're on the wrong road. Before exploring the exotic highways of the future, take a look back at the road that brought you here.



From left to right, Cruis'n USA was a part from the arcade and Cruis'n World added lots and new tracks. Exo has the best cars, even greater variety.

Cruise'n Challenge

In the Cruise'n Challenge Mode, you'll race four times on each track, with each race being on a different section or sections of the course. In the first three races, you must finish in the top three to qualify for the next round. The final challenge is a drag race in which you can perform a trick to earn a nitro boost. You can tackle the tracks in any order you wish.

Point-to-Point Race



For the first two races, a track is broken into two sections. In the first race, you'll go from point A to point B. In the second race, you'll go from point B to point C. The sections may be longer or shorter than one another.

Circuit Race



The third race is a three-lap run around the entire circuit at the top of the screen will tell you which lap you're on. Some of the races can be lengthy, so always be prepared for a long haul.

Drag Race



The final round is a drag race over a short length of the course. Speed is the number one factor in the races, so you may find yourself getting a different car from the credits you used in the previous rounds.



Collecting Nitros

In a drag race, you must perform the trick shown on the screen and then win the race. It earns a nitro boost. Each boost is good for one use only. You can repeat the drag to earn more boosts, and you can hold up to 25 boosts.

Cruise'n Freestyle

The Cruise'n Freestyle Mode is your quickest route to racing thrills. The mode sets you up in a single race on a track chosen at random. You can use the mode to sample different tracks and cars without risking your stars or your pride. The mode can also help you train for the tougher races in the Cruise'n Challenge and Cruise'n Exotica Modes.



You can use Freestyle races to look for shortcuts on each of the tracks without worrying about your stars or speedies. Let the other players go first—you'll have the best laugh when you blast by them in the other modes!

Cruise'n Exotica

In the Cruise'n Challenge Mode, you can race any track at any time. In Cruise'n Exotica Mode, the tracks are in a set order and you must take the scheduled lap in each race to move on to the next course. The tracks are ordered from easiest to hardest, but with a bit of practice (and the bonus cars you'll unlock along the way), you should do fine.



Only the best and boldest will make it through Cruise'n Exotica Mode. If you're having trouble, just race the car or cars that qualify come in first, and then pick that vehicle on your next run. It's a simple but effective strategy.

Exotic Mode

Exotic Mode is a sort of "secret" game mode. If you're skilled enough to unlock the mode, you'll be able to tell the laws of physics to take a hike as you view the game through a crazy kaleidoscope or watch as your distorted car careers through a "film negative" landscape. How do you unlock Exotic Mode? Concentrate on finishing the other modes and unlocking all the cars.

Whacky



There are two settings in Exotic Mode. The Whacky setting creates a rainbow effect.

Insane



The Insane setting is even stranger—just following the track is tough, let alone winning!

Tons of Tracks

The tracks range all over the earth, under the sea and even into outer space. You can cruise the strip in Vegas, rip the final frontier on Hong Kong or trek the final frontier on Mars. Track surfaces will differ from location to location, which will affect a car's handling and top speed. Though you may have a favorite ride, you may need to select different cars from time to time, depending on where you're racing.



If there are a lot of straightaways on a track, speed will be your top priority in selecting a car. If there are a lot of twists and turns, or if the track surface is particularly slick, handling will be a greater concern.



Showroom Shine

Each car is rated in acceleration, traction, mass and aerodynamics. The higher your acceleration, the faster your car will reach its top speed. Higher traction and mass mean better handling in turns, but they may also mean lower acceleration. On the flip side, the lower your car's aerodynamic rating, the more easily it will slip through the air, making for higher top speed.

Unlocking New Cars



You start the game with 10 cars, and there are 50 more you can unlock. Remember that appearances are not necessarily a good indication of performance—if you don't believe us, just take the handle to out for a test drive.



Of course, the car is just one half of the racing equation. The other, more crucial half is the driver behind the wheel. Even if you're a veteran of a thousand races, even if you're driving the most tricked-out car imaginable, a little coaching goes a long way. With that in mind, here are a few tips and tactics you can use to wring the most out of your ride.

Watch The Radar



Picture this: You're in first place, raring flat-out and feeling invincible—and you can hear horns from a station wagon going the opposite way. Watch the radar to see who's about the next corner or over the next hill.

Wheelie Wars



Tip: A wheelie to make your car do a wheelie. You'll rise back on your wheels and shoot forward at high speed. A wheelie isn't as powerful as a PITO boost, but you'll use it more often you lie.

Bumper Cars



Bumper cars to send them sailing off the road or covering into other cars. When bumping, it's best to be even with or a little ahead of your target. If you're behind, you may just push your opponent farther ahead.

Two-Wheel Turns



Two-wheel turns are tough to control, but they can help you negotiate tight turns or slip past opponents in crowded sections of the track. To execute one, press Left or Right just before you do a wheelie.

Cutting Corners



Cutting across a corner is often faster than driving around it. Even though bumping off the track will slow you down, you may still get better than if you stuck to the road. The longer the curve, the less effective this tactic is.

Using the Jumps



Besides being just plain fun, jumps can also give you a crucial boost to soar ahead of the pack or out across a corner if you land. If you land on an opposing car, you'll try to knock it backward or slow it down. Perform stunts for bonus time.

Tricked Out

Another way to ensure fame and fortune is to perform special tricks during races. Tricks not only look cool, they actually shave one or more seconds off your final race time. If you're close to breaking a track record, tricks may help clinch the top spot.

Super Flip



All regular wheels don't equal, but if you hit another car or go off a jump while doing a wheelie, you'll flip over and earn a one-second time bonus. The Super Flip is super easy to do, and the payout is super big.



Winning Form



There are three special tricks, and only one can do them. Special tricks are attacks that are performed as you're jumping—two-wheel turns in regular wheels don't count.

Mondo Roll



The Mondo Roll is the most difficult trick. If you press A while Left or Right just as you're about to go off a ramp, your car will roll over and you'll earn a two-second time bonus. It's pretty difficult, but so satisfying.



Heli Spin



The Heli Spin is a little easier than the Mondo Roll, and doing it will give you the same two-second time bonus. To do a Heli Spin, press Left or Right just as you're about to launch off a ramp. Less difficult, same great bonus.



Seconds Count



Time bonuses aren't subtracted from the race timer while you're driving. Instead, they're totaled and subtracted from your final time at the end of a race. Seconds—and fractions of seconds—do count!

Multiplayer

Up to four players can participate in all modes, but keep in mind that the cars and tracks that will be available will be based on the player profiles being used. If all the player profiles in a game are new, none of the advanced track sections or bonus cars will be available.



In a multiplayer game, bonus cars will be available only to the player who has not only unlocked them, it definitely gives the experienced driver the edge in more ways than one.



Cruise Along

There are more shells, spells and surprises waiting for you in *Cruisin' Exotic* than we had space to review this month. Between the multitude of game modes and bonus cars, we think you'll find enough fun and action to keep you cruisin' for a long time to come.

You Found the Ocarina!

"This is a GREAT ocarina! It is worth it. I got it 8 days ago and can play lots of songs! I went to an art show and they had a ton of ocarinas. Yours is made better and the tone is better."

David Defries

"Thank you so much for constructing such fine musical instruments! I am in love with mine! My main hobby comes bearing the play Zelda songs. The tone is so rich and cheerful! I stopped playing just long enough to thank you for making these excellent little flutes."

WE PINK



"I got my ocarina and it looks even better than it did in the picture. It sounds perfect, it looks perfect, it just is perfect. And it is so easy to play!"

Justin Droube

"My ocarina is awesome and wonderfully in tune. It sounds as if I am in the game! I can't wait to use mine already and I will be ordering from you again soon."

Heather

The Ocarina inspired by "The Legend of Zelda®: The Ocarina of Time®" and "Watera's Mask™" is now available!

Thou Shall Find the Ocarina:

- **Easy to Play**, yet capable of profound expression...
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COUNSELORS' CORNER

Your Questions—Our Experts!



Army Men: Air Combat

HOW DO I SAFELY ESCORT THE TRAIN TO THE STATION?

Your chief mission in the game is to escort a Green army supply train to an escape portal at the end of its track. The area is crawling with Tan aggressors, so you and the train will be under constant fire for the duration of the mission. Avoid a fiery demise and impress your Green commander by prioritizing your mission objectives. For example, you don't need to activate the train immediately after you pick up its battery. Destroy nearby structures so the train is momentarily safe then clear out missile installations along the train tracks. When the surface-to-air threat is eliminated, you'll be able to

direct your full attention to protecting the train. Remove, or destroy, objects blocking the train's path, but don't stray too far

from the train itself. Tan marauders may appear in areas you've previously cleared and destroy the train while you're away.



Surface-to-air missiles are the biggest threat to your well-being in Mission 3. Take a moment to neutralize the threat before you start the train.



Since you need to move quickly in the train's path anyway, try dropping them on tanks to conserve ammunition. They're more powerful than rockets.

HOW DO I STOP THE ANTS FROM ATTACKING GREEN BASES?

Tan troops are the least of your worries in Mission 4. A shortsighted commander has established a base in a known picnic area, exposing Green soldiers to nature's deadliest ground troops: ants. The ant-

legged attackers are drawn to the delicious spread of picnic treats, including doughnuts and tins of Ham-Like meat product. Don't bother trying to fight the insects—there are too many of them.

Instead, pick up the food then drop it near Tan bases. You'll need to destroy the bases anyway, so you can let the ants do the work for you. They'll ignore your base once the food is gone.



A Green base is tough to destroy as an army of ants and eagle of picnic food. Place so the food use them as a thro to draw the ants away.



Turn an enemy into an ally by dropping food near Tan bases. The ants will swarm the bases in their quest for heavily sugared snacks.



Food can be distracting all by itself. Drop pop cans or other picnic items directly on to Tan structures to destroy them. The ants will clean up whatever is left.

Turok 3: Shadow of Oblivion

HOW DO I COMPLETE THE ROOFTOP JOURNEY?

The Energy Grapple is essential to rooftop travel. Daniela Fierored will discover it—appropriately enough—on a rooftop in the Trench level. Whenever there is a glowing silver orb in the area, Daniela can target it with the grapple to propel herself to new locations. You'll first use the device to reach a moving scaffold on the side of the building, but your next move may be unclear. After clearing the scaffold, move to the edge of the platform so you can spot a distant orb. It may seem far away, but the grapple has an extremely long reach.



From the edge of the distant scaffold, target the distant orb with your Energy Grapple. You'll be pulled to the ledge.



Move to the edge of the ledge to target the next orb. Once you've made it to the new platform, you'll move on to the next segment of the lead.

WHAT'S THE BEST WAY TO AVOID THE SUBWAY CARS?



You don't need to worry about touching the third rail of the subway tracks. You should be concerned about the trains, however. They zoom by frequently, so you'll need to have a destination planned once you jump onto the tracks. The narrow median is a secure spot if you can get to it, as is a pit beneath the tracks. Time your runs carefully—you'll have just enough time to reach safety on each stage of your trip down the tunnel. A misstep will cost you dearly.



Wait for the best train to pass then dash to the platform between the two sets of tracks. You'll be safe there until you're ready to navigate.



Apri under the tracks is another safe spot on your trip through the tunnel. But real adventure will be in the train, instead of under it.

HOW DO I DEFEAT OBLIVION'S GUNSHIP?

As you might have noticed, Oblivion has the power to possess people and animals, turning them into lethal zombies. It's easy enough to defeat a living—or undead—enemy with your weapons, but

it gets trickier when Oblivion takes control of machinery. The first boss you'll face in the game is such a creation. The Oblivion gunship is a heavily armed police vehicle suspended from an

appendage of an octopuslike creature in the clouds. Dodge its blasts and tentacles while you fire your shotgun at the central tentacle supporting the craft. A bar at the top of the screen will indicate damage.



Oblivion can turn anything it controls into an instrument of destruction, like an airborne police gunship, for example.



The Oblivion gunship's tentacles will periodically lash out at you during the battle. Try to keep your distance from them while you attack.



If you score enough hits on the arm suspending the gunship, you'll destroy the tentacles of Oblivion. It won't be the last.

Perfect Dark

WHERE IS THE PRESIDENT?

Getting to the President is a simple matter when you play on Agent level. You'll already possess the evidence of a conspiracy, so you'll start right outside the doors to Air Force One's presidential suite. When playing Special or Perfect Agent, you'll start in the cargo hold, where you'll need to recover evidence stored on a lift. Once you have the evidence, go toward the front of the plane to a galley area then knock out the two flight attendants. Use the dumbwaiter to reach the main level then run to the back of the plane.



The dumbwaiter is a small elevator used to bring food from the lower-level galley to the passenger level of Air Force One. It also carries spies.



The president is in an office at the top of the stairs in the back of the plane. Secret Service agents may shoot at you, so don't waste too time.

HOW DO I SURVIVE AIR FORCE ONE: ANTI-TERRORISM?

If you try to run through Air Force One Anti-Terrorism with your guns blazing, your mission will go down in flames before the plane does. There are, however, a couple of tactics you can employ to ensure your safety during the mission. First, don't eliminate any Secret Service agents on your way to the President. Once the terrorists are on board, any active agents will forget about you and attack the new threat. Your Laptop Gun's Sentry Gun Mode also gives you an edge. Use it against the two Mr. Blondes near Trent.



Secret Service agents will help you fight the terrorists, but they aren't particularly smart about it. You may need to open doors for them.



The two Mr. Blondes who think Trent will get away with their Cyclones if you try a direct attack. Use your Sentry Gun instead.

HOW DO I ACTIVATE THE MOON POOL LIFT?

The heavily guarded Pelagic II research vessel carries a high-tech diving craft that will take you to a mysterious crash site on the ocean floor, but the super sub won't do you any good unless you activate

the Moon Pool lift to deploy it. The lift controls are in a large room with a cross-shaped grate on the floor and several guards. Have your N-Bomb ready when you open the door to the room then

quickly toss it in and shut the door. Reopen the door a moment later to eliminate any survivors, then activate the switch on the wall. The sub will automatically deploy at the end of the level.



When playing on Special and Perfect Agents, you'll need to activate the Moon Pool lift. The N-Bomb will get rid of guards near the switch.



The Moon Pool activation switch on the wall is easy to miss. It looks like an alarm switch, but the screen displays a different level of a solid color.



Your head won't see pay off at the end of the mission, when you and five board the diving craft for a trip to the alien vessel on the ocean floor.

Wario Land 3

WHY WON'T THE MINE CART MOVE?

The mine carts in the Volcano's Base will be wheel-less and immobile when you first discover them, and nothing you do within the world will make them move. As with so many other things in life, the solution is a sound of golf. Grab the Red Key in Goo-hands then fall through the hole on the right on the surface level. Go through the door then climb the vine and jump to the right to reach another door. Move up the ladders, smash walls and jump over platforms to reach a vertical row of blocks to pound. The door to the mineguts will be to the left. You can beat the golf game by kicking your enemy into a hole to make par.



The golf minigame that puts wheels on the mine carts is in a subactive ladder level in the Goo-hands.



Once the carts have wheels, you'll be able to ride one of them to the Red Chest in the Volcano's Base.

HOW DO I FIND THE PIECES OF PAPER?

Both the Silver and Red Chests in the Desert Ruins contain a Piece of Paper that you'll need to clear the levels. To find the Silver Chest, enter the world during the day then leap across the platforms to the right. Enter the first door on the right then leap up the platforms until you are opposite the ledge with the Silver Key. Creep as close as you can to the edge of the platform then crouch and jump to the left. Exit the room then enter the next door to the right. Fight your way to the door at the bottom then enter the room with the treasure. To reach the Red Chest, enter the world at night then go left. Enter the first door on the left then find the Red Key as you did the Silver Key. Enter the near door to the left then go up three ladders to a door that leads to the chest.



The leaps to the Silver and Red Keys require you to stand on the very edge of the nearby platforms before you jump. Remember to crouch before you jump, or you'll bounce off the narrow opening to the key.



You'll need to move through a treasure room now filled with Silvermats to reach the Red Chest. Climb five ladders to a platform then enter the first door on the left to find the treasure.

Q&A FAST FACTS

Stank? Pick up the phone and give our collectors a call. Or write to Collectors' Corner, P.O. Box 91823, Redwood, WA 98073-9723

In the USA Call:
1-800-288-0707

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Niryo 64: The Crystal Shards

Q: Why is there a Star Star when there should be a Crystal Shard?

A: If you've already found a Crystal Shard, a Star will replace it.

Q: How do I cross during a stage?

A: You can't. You must play through a stage in one sitting to complete it.

Q: Why should I collect Stars?

A: If you collect 18 Stars, you'll get an extra life.

Disney's Tarzan (GBC)

Q: How can I defend myself against enemies?

A: You can't fight, so try to avoid enemies.

Q: How do I save extra lives?

A: Find tokens that look like your character's head, or Java's brown level.

Q: What happens when I find all the tokens in a level?

A: Your health bar will be refilled.

Metal Gear Solid (GBC)

Q: How can I avoid infrared beams?

A: You need to use them to avoid them, so use a Snake or Thermal Goggles to make the beams visible.

Q: Can I go back to a stage to grab items I've missed?

A: No, but any necessary items will appear again in later stages.



Pokémon

Pokécenter

All Pokémon, All the Time!

Silver and Gold Treasure Trove!

This is our biggest Pokémon Gold and Silver section yet! In addition to 23 new Pokémon names and pictures and info on Pokémon Eggs, we've got a very special all-metallic Pokéchat, Gallery and Ask the Professor. It's still too early to put Gold

and Silver teams into the Colosseum—we'll give you at least a few months to work on your teams. Meanwhile, enjoy all of the new info, and be sure to check the Pokécenter for updates on everything Pokémon.



Sunflora



Shuckle



Espeon



Noctowl



Togetic



Umbreon



Kingdra



Bayleef



Furret



Ledian



Poliwhirl



Houndoom



Quilava



Crobat



Flaaffly



Forretress



Skiploom



Croconaw



Ariados



Pichu



Cleffa



Igglybuff

Some Pokémon new to Gold and Silver are newly discovered pre-evolution Pokémon that you already know! Pichu shares an evolutionary line with Pichu, Cleffa is a younger version of Clefairy, and Igglybuff has Igglybuff percentage. To get the shiny Pokémon, you have to leave two Pokémon at the Daycare in Route 33—if you're lucky, you might get an egg! You have to carry Pokémon Eggs in your party until they hatch.



Many different Pokémon can produce the same Pokémon. The most obvious way to get a Pichu is to leave a male and a female Pichu at the Pokémon Daycare. That's not the only way to get Pichu.



Contrary to popular belief, you don't have to leave the male Pokémon with the egg and the female Pokémon with the woman; it doesn't matter at all—especially since some Pokémon that are able to produce eggs have no gender.



While being genderless doesn't prevent a Pokémon from producing an egg, some Pokémon simply can't produce eggs, such as Ninetales, Houndoom, Misdreavus, Lugia and Ho-oh.



Pichu
Quinn Handley
Katy, TX



Scizor
Solace
Christopher Parent
Enfield, CT



Wooper
Bryan Sheffield
Gretna, VA



Android Dreams...
Up Kirby
Lanark, OH

Pokéchat



We're focusing on Pokémon Silver and Gold this month. It seems that a lot of you are still pretty confused about the games, so we'll try to straighten things out for you.

Q: Does time continue to pass in Gold and Silver even if I turn off my game?

A: You bet. Time passes as it does in real life—if you stop playing your Gold or Silver Poké on Monday and turn it back on on Wednesday, it will be Wednesday in the game. Don't worry, it won't drain your batteries.

Q: I thought I saw Cerulean City in pictures of Gold and Silver on your website! Was that a mistake?

A: You know your Cerulean City landmarks pretty well! The picture on the website was no mistake. Players start in Johto, where the new hero is from, but end up in Kanto, where the original Pokémon games took place.

Q: Are Lugia and Ho-oh both in Gold and Silver? I want them both!

A: The two legendary birds are in both games. The question is, can you catch a Level-70 legendary bird? It's not that easy.

Q: I saw the picture of your character's mom asking if Daylight Savings Time is over. What do people in Indiana do?

A: Nothing, since they don't use Daylight Savings Time. People who do use it talk to their mothers when Daylight Savings Time is over to adjust the game's clock.

Q: Are you able to cross-breed Pokémon in Gold and Silver?

A: No. If you bring two Pokémon of opposite genders and different species to the Daycare, the Pokémon that hatches will be the same species as the female Pokémon.

Ask the Professor



I'm amazed that I already have Gold and Silver questions to answer! I have been working on my Gold and Silver research for some time, but sometimes I still don't have the answer. Good thing my friend Professor Elm is around! Thanks for taking time out of your busy Gold or Silver playing schedule to visit with me this month.

Which starting Pokémon should I choose?

Just like with Red and Blue, there is no one Pokémon that you absolutely must start with in Gold and Silver. Just as the earlier areas were a little easier if you started with Bulbasaur or Squirtle in Red and Blue, however, you'll have an easier time of it if you choose Cyndaquil as your starting Pokémon in Gold or Silver. Cyndaquil has a natural strength against most of the Pokémon you'll meet in Sprout Tower, the Violet City Gym, and many of the early battles with Grass-type Pokémon. Chikorita is the toughest to start with for basically the same reasons—it's weak against many of the Pokémon you'll encounter at first. Totodile is somewhere in the middle.

That said, you should choose the Pokémon you like best and stick with it. With the proper training, any one of the starters is a good choice.



Cyndaquil is great for beginners who aren't familiar with Pokémon.



Chikorita demands more presence and skill than Cyndaquil.

What is the best way to handle the Rival?

Your Rival has the starting Pokémon that your starting Pokémon is weakest against, which presents a lot of a problem early on. If you have Chikorita, your Rival will use Cyndaquil, and so on. Try to catch a Pokémon that your Rival's Pokémon is weak against and train it well. In your first battle with your Rival, you will have only your starting Pokémon—as long as your starter has gained a few levels, you should win the battle with your Rival's Level-3 Pokémon.



Your opponent's Rival will take the Pokémon that is toughest for your starting Pokémon to beat. How does he know what you liked?



Even your starting Pokémon has learned a thing or two early in the game. It should level-up pretty quickly, giving you an edge.

The Rules of Alpha seem pointless. What's going on there?

Not much will be going on at the ruins until you solve the puzzle in the first Puzzle Room, which is the small cave just above the Alpha Lab. The puzzle is lightly colored, tough to make out and bordering on abstract, which doesn't help our intrepid young Pokémon puzzle solvers much. It might help you to know that it's a picture of Kabuto that you're trying to complete, but then again, it might not. Even the completed puzzle looks like a very sketchy Kabuto.

Most puzzle enthusiasts start with a puzzle's edges, because they're usually very recognizable and easier to place than a middle piece. You should do the same with the Kabuto puzzle. Most of the edges have a yellow border on at least one side of the piece. Place the yellow borders on the outside to create an oval shape at the top and a "u" shape at the bottom. The four remaining middle pieces are a little harder to place—Kabuto's appendages are very roughly drawn, just experiment with the last four pieces until they fit.

When the puzzle is completed, the floor you're standing on will open and you'll fall down into the mine. That's when you'll find out what's going on at the archaeological site—it's the home of the mysterious Unown, the symbol Pokémon!

After you've caught these differently shaped Unown, put them in your party and show them to the researchers in the Alpha Lab. One of the researchers will alter your Pokédex so that you can keep track of the differently shaped Unown you catch.

There are three more puzzles to solve inside the other caves in the area, but you can't reach one of the caves until you've learned Surf. You can reach the other two caves from Union Cave after you've learned both Surf and Strength. Every time you complete a puzzle in one of the caves, many shapes of Unown will start to appear. You have to complete all of the puzzles to be able to catch all of the differently shaped Unown and complete your Unown-dex. You don't have to catch all of the Unown to finish the game successfully, but it's a challenging goal to set for yourself.



The Kabuto puzzle is tough, but the easier puzzles are even harder to figure out. Keep trying—it may not be that easy piece!



Your Unown-dex is more than just an addition to your already highly impressive, complete-only-helpful Pokédex. It'd do any to my list!

Colosseum

The Colosseum is always looking for strategic teams that rely on more than just offensive attacks. Feel free to use our e-mail address listed below.

Isaac Rich, a reader who sent his team in via our e-mail address, has an interesting team that relies heavily on the Eevee series. We're guessing that his team will probably get a couple of new members once Isaac has spent a while with Gold and Silver and hung out in Bill's house a couple of times. For now, his Eevee-loaded team is pretty novel as it. It's a Gym Leader-type team, with a central theme that does produce weaknesses.

Jolteon



Isaac leads with the lightning-fast Jolteon and probably Thunder Wave against opponents immediately to surprise as well as annoy. Obviously, the last thing Isaac wants to see is a tough Ground-type when it's in with Jolteon, but his Vaporen has his back.

It might be good for the rather vulnerable Jolteon to use Reflect to fend off physical attacks for a while, or it could use the classic Double Team/Rage combo.

- ◆ Pin Missile
- ◆ Thunder Wave
- ◆ Thunderbolt
- ◆ Double Kick

Eevee



Little, unevolved Eevee needs a move like Double Team to keep somewhat safe from harm. Isaac might slowly poison an enemy while it mauls Eevee because of Double Team, and Mace can come in handy against a tough opponent with an attack like Recover. Body Slam seems a bit odd for a creature with such low attack power, but Isaac isn't teaming in on the way of powerful attacks, so it's not too bad a choice.

- ◆ Toxic
- ◆ Double Team
- ◆ Mimic
- ◆ Body Slam

Flareon



Flareon is the Fire-type base evolution, and Isaac has given his Flareon two Fire-type moves that directly attack, which is probably one too many. There is no need to double up on attacks that are so similar. Double Team is an Eevee evolution favorite, and so Body Slam, and they get the old classic. Flareon might do well with Reflect, especially since it doesn't have the greatest HP or Defense, but it does have Double Team.

- ◆ Flamethrower
- ◆ Body Slam
- ◆ Fire Blast
- ◆ Double Team

Sandslash



Sandslash is an extremely popular Ground-type with very good attack power that gets to come better when Grounds Descent is used. Dig and Earthquake are both Ground-type attacks that are actually rather different but pretty powerful in their own right. Rock Slide is good for dealing with those pesky Flying types, so Isaac puts it, and it's a powerful attack in its own right.

- ◆ Dig
- ◆ Earthquake
- ◆ Swords Dance
- ◆ Rock Slide

Vaporen



Vaporen is the thicker-skinned of the Eevee evolutions, and Surf and Blizzard are two powerful moves to add to the blue brewer's up with Acid Armor increases its Defense. Ideas anyone on a cotton here? While Double Edge isn't a big bashing to a Pokémon with high HP, Vaporen can learn the Mystical Ice and Mist, however, either of which would make a great addition to the Water-type.

- ◆ Double-Edge
- ◆ Surf
- ◆ Acid Armor
- ◆ Blizzard

Hypno



Isaac's Hypno is the Psychic-type addition to his team, and he uses Reflect to shore up the Pokémon's pretty meagre defense so raving Hypnosis and Dream Eater are a nice punch that seem to be practically signature moves for the Pokémon with the pendulous, and the adobe-cousin of Dream Eater's HP-raising properties come in mighty handy. Isaac's likely to lead with Hypnosis then follow with Reflect.

- ◆ Reflect
- ◆ Psychic
- ◆ Hypnosis
- ◆ Dream Eater



ELEKTRON

Isaac
Area: Apopka
Orlando, FL



Chloroblast

Chloroblast
Estadira Schenck
Applinton, MI



LUGIA

Lugia
Kevin Gonzalez
Palo Verde, CA



Jolteosom
Stacey Sorely
Liberty, MO

Send questions, e-mails and art to:
Nintendo Power
P.O. Box 10412
Baltimore, WI 41072
jok-up@earthlink.net

Hot off the Press



Pokémon has already conquered the big and small screens, the card game biz, the video game market and breakfast food, so it was only a matter of time before the phenomenon came to the stage. That's right, Pikachu's now a thespian!

Pokémon Live!

Pokémon Live! is an all-new stage show featuring your favorite characters from the Game Boy game and the television show.

Have you ever wanted to see Ash Ketchum sing and Jigglypuff dance? This is your chance! The show started in New York City and is moving across country—it could be in a town near you very soon. We've listed all the dates we know about so far, and for updates, ticket info and more, check out the show's website at <http://www.sandacey.com/pokemon/index.htm>.



LIVE ON STAGE!		
date	city	venue
11/2-11/5	Columbus, OH	Nationwide Arena
11/8-11/12	Indianapolis, IN	Pepsi Coliseum
11/15-11/19	Fairfax, VA (Wash DC)	Patriot Center
11/22-11/26	Atlanta, GA	Fox Theater
11/29-12/3	Charlotte, NC	Independence Arena
12/5-12/10	Philadelphia, PA	E-Center
12/12-12/13	Lowell, MA	Tsongas Arena
12/14-12/17	Worcester, NY	Centrum Center
12/27-12/31	Milwaukee, WI	US Cellular Arena

Cruisin'

The Luga PT Cruiser is the newest addition to Nintendo of America's stunning fleet of customized cars. This cousin to the Pikachu Beetle is sure to turn heads whenever it's spotted cruising down the roads sporting its spiky roof and its lil' purple and white paint job. The car's spacious interior is lined with a cool entertainment center that includes a television set, speakers and an N64.

You might have caught a glimpse of this cool transportation at the whirlwind Pokémon Gold and Silver Adventure Tour that blew through the U.S. like a force of nature recently. If you didn't, don't worry—you can't keep a crazy crit like this one out of the public eye for very long, and Pokémon Gold and Silver see just getting started!



For more Pokémon news, be sure to check out www.pokemon.com/

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ARENA are you game?

THE CHALLENGES



The Legend of Zelda: Majora's Mask Romani's Game

On Day 1 between 6:00 a.m. and 6:00 p.m., visit Romani and practice shooting ghosts in her archery game. If you can go gangbusters with your ghost busting, stand in your record time for a chance to win Power Stamps.



Stunt Racer 64 Stunt Bowl

Roll into the Stunt Bowl in Midway's Stunt Racer 64 and pull off as many gravity-defying feats as you can. The highest scores will win Power Stamps, so triple your score by snagging the x3 power-up often. You'll increase your chances of entering the winners' circle.



Ms. Pac-Man: Maze Madness Classic Mode

This Thanksgiving, turkeys won't be the only things going "Gobble, gobble, gobble." As Ms. Pac-Man, gobble, chomp and munch dots, ghosts and fruits in Classic Mode. If you rack up a score that's more than a mere nibble, you'll feast on some Power Stamps.

1

2

3

In Perfect Dark for PS4, how fast can you finish *intoYou* Contest? Extra! In *Perfect Agent* actually without using *Right Vision*?

TWISTED CHALLENGES

In Super Smash Bros., can you score 999% using just one combo?

Challenge Scoreboard

THE LEGEND OF ZELDA: MAJORA OF TIME

Austin Seheppa, Liberty Hill, TX
Dustin Coleman, East Northport, NY
Bryan Steiner, Leesburg, PA
Aaron Skellick, North Huntingdon, PA
Erik Shortall, Isaacson, WA
Noah Spinali, Morrisville, CA
Eric Stolwell, Northampton, MA
James Swift, Fort Wayne, IN
Antonio Sanna, Franklin, IN
Steven So, Los Angeles, CA
Stephen Sobolowski, Washington Valley, PA
Erik Selzer, Heron, MI
Steven Spencer, Reshville, MD
Pete Smit, Fayetteville, AR
Joe Stabinger, Moughton, MI
Matthew Stars, Rye Park, NY
James Stockley, Fritchell, AZ
Matt Swanson, Easton, NJ

SUPER SMASH BROS.

Michael Lee, Glen Ellyn, IL
Bryce Lavin, Port St. Lucie, FL
Matthew Lindert, Edinet, CO
Bradley Lomas, Huntington, IN
Ryan Lopez, Brownsville, TX
Richard Lotay, Edison, NJ
Jared Liu, Abbotsham, BC
Cory Lockwood, Arroyo, TX
Michael Long, Gettysville, NY
Eric Lopez, Dallas, TX
Thomas Lutz, Jamaica, NY
Richard Lutz, Old Town, ME
John Lynch, East Brunswick, NJ
Peter Rios, Lakeview, CA
Matthew Rioskal, Syracuse, NY
Matthew Ryan, Fargo, ND
Andrew MacHenry, Irvine, MS
Juliana McGarry, Fairbairn, MT
Pat McGilhen, Overland, CA

STAR WARS: EPISODE I RACER

Calvin Higo, Seattle, WA 291,233

Matt Fines, Ajax, ON 845,700

Calvin Higo, Seattle, WA 433,634

POKEMON POKIBALL

Tim Belschler, Alden, OH 315,777,107,000

POKEMON SNAP

Tom Polshak, Alton, MA 4,268

FIND THE HIDDEN POKÉMON NAMES

Hidden in the story are the names of 18 Pokémon. The example below, which contains the Pokémon names Ekans and Arcanine, shows how the words may be hidden. Punctuation and spaces can separate the letters that spell the Pokémon names, but the letters must be consecutive. Can you catch 'em all?



Try This!

EXAMPLE:

Gina knew if she could seek answers, she'd get her. "Can I network to get answers?" she asked. (Ekans) (Arcanine)

FIND THE 18 POKÉMON NAMES:

Gina, Randy and Omar weren't able to compete in the Pokémon tournament because they all felt sick. It was probably the flu. Giant viruses were spreading about their town. Randy called Gina on the phone to see if she felt as sick as he did.

"My stomach hurts and I keep hearing these soft voices in my head. I figure if I listen to what they say, I'll get better," Randy told her. "When I first heard those whispers, I answered them."

"I did it, too! That's just like me! Whenever I hear them, though, I feel worse," Gina replied.

"That sounds like Omar—all and not getting any better," Randy said. "Now my stomach's beginning to growl. It helps if I eat something." Gina told Randy about her special recipe that cures the flu, so he hopped on his bike to visit her.

Randy took off in Gina's house, he felt rather chilly. The temperature inside was low. Broken heating pipes might have been to blame. The place felt like an igloo. Maybe it was the cold that was making Gina feel sick. "It's too cold in here," Randy said to Gina. "Don't you have something to heat this place with?" Gina told Randy to use her portable oven.

Randy put the oven on a table and turned it on.

Gina had to grab Randy, who was getting dizzy from the cold. "You look odd. I should boil up my special recipe," she told him. Gina told Randy to fetch the ingredients while she grabbed a tub to put them in. "Let's get Lemon! Orange! Apples! Sugar!" she shouted. Randy handed her the food. Gina mixed the fruit in the tub. She put the sugar in the tub last. "O, is everything going so well?" she wondered. Randy and Gina drank the mixture. It was sour and pretty potent. A cool feeling rushed through them. When the sour taste of the drink's tang elapsed, they realized they didn't feel any better.

Then, Omar rushed in. "I think this sickness is all in our heads!" he explained to Gina and Randy. "Even though I felt ill, I competed in the tournament and let my Pokémon spar. As they began to win, I felt better. And my confidence that had been absent returned," Omar continued. "I think you're just nervous. It's all in your heads!"



Whoami?

In this month's Pokémon comic, Ash begins his adventure in Johto to discover the new Pokémon in the Gold and Silver versions of the game. His new friend, Professor Elm, knows the names of the Pokémon, but do you? See if you can identify the mystery Pokémon featured in silhouettes.



Photograph your submissions for any of this month's three Area Challenges, send your responses or challenge ideas to Pokemon@wizards.com. Please include the following with us on the back of your photo or on your e-mail message: Address, Membership number (if you have one), NY Tel number and Challenge number. The deadline for this month's challenges is December 16, 2000. If we use your suggestion or photo as one of our top qualifiers, you'll receive Power Storage good toward membership in our Super Dimes Supplies Catalog for subscribers. See us at www.pokemon.com for a complete list of guidelines.



The Sydney summer games race to your NG4 in an Olympic extravaganza from Eidos. Run, jump, swim and throw your way to the gold as you compete in 12 different events against athletes from 32 different countries.

Sydney 2000



On Your Mark...

Four years is a long time to wait for the summer games, but it allowed the designers of Sydney 2000 to take full advantage of technological advances. Crowds roar for a close finish, barbells bend with amazing realism, and you can see opening and closing ceremonies, the lighting of the torch and even a parade of athletes. Play control, however, has remained basically the same since the Pong days. Racing is simulated by pressing two buttons as fast as humanly possible. Sydney 2000 wisely breaks up the racing with events that rely on skill and agility as opposed to digit speed.



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Coaching

Before you begin your quest for glory, check out the Coaching Mode. It lets you practice stress-free and also dolos out strategies. It can be a useful feature if you're having trouble with certain events—the diving and balking coaching sessions are particularly helpful.



Ghost Riders on the Track

Coaching Mode lets you take great ghost athletes' four previous best showings with you, take a sweat a leg, and use as you practice, allowing you to judge your progress and see which sections of the event are giving you the most trouble.

Olympic Mode

The road to the real Olympics is a grueling four-year affair, and Sydney 2000 does its best to recreate the experience. While there is an Arcade Mode for those players who wish to dive right into the action, Olympic Mode requires you to make it through several qualifying rounds before you reach the actual Olympics and all the commensal and medals that accompany it.



Counter Timer Power



No Rest for the Weary

You must train to build stamina and advance through grueling rounds if you're practicing, especially since you're forced to repeat the training each time you advance.

Get Set...

Sydney 2000 uses only four buttons for most of the events. You'll tap the power buttons to gain speed and use the action buttons to jump a hurdle, throw a javelin and more. The default Controller configurations are shown in the article, but we found that configuration number two was easier to handle.

100 Meter Sprint

The sprint is pure speed, so get those fingers ready. Wait for the starter gun, then press the power buttons as fast as possible. Dip for the finish line once you cross the first white stripe on the track.



False Starts

If you take off too early, you'll be hit with a false start penalty. The first is a five-second, but if you're off again, you'll be disqualified. If you don't have a false start yet, take a risk and try to anticipate the gun.

Dip for the Finish Line

110 Meter Hurdles

Sprinting with a twist, this event requires you to leap over 10 hurdles as you fly down the track. There's no penalty for knocking one over, but it will slow you down significantly. False start rules also apply.



Tap & Hurdle

The secret to hurdles is the timing. Begin your jump about three steps from the hurdle. If you keep knocking them over, you're jumping too late. Also, it's not necessary to hold the action button for a single tap, will do.

Jump Hurdles and Dip for the Finish Line

Gyre Exercise	Used in Event
Air Interception	Steeple Chasing
Barrel Race	Javelin, Sprint, Weight Lifting
Dips	Javelin, Hammer
Back Sprint	Steeple Chasing
Repeat Depth Jump	High Jump
Hyrdle Hop	High Jump, Triple Jump
Leg Press	Hammer, Cycling
Light Wall	Hurdles, Swimming
Medicine Ball Toss	Swimming, Kayak
Pole Climb	High Jump, Diving
Press Up	Triple Jump, Kayak
Repeat Control	Steeple Chasing
50-Laps	Hammer, Swan, Diving, Kayak
Skipping	Hurdles, Cycling
Squats	Weight Lifting
Standing Press	Javelin
Standing Sprint	Javelin, Diving
Sprinting Sprint	Sprint, Cycling
Strength	Weight Lifting
Swimsuit	Javelin, Sprint, Triple/High Jump

Power Buttons



Action Buttons



Event	Quality
Open Trials	15.60sec
Invitation	14.50sec
Championship	12.80sec
Olympic Class	10.94sec

Event	Quality
Open Trials	17.93sec
Invitation	17.10sec
Championship	15.58sec
Olympic Class	14.00sec

Skeet Shooting

Shoot clay targets as they fly across the screen. There are separate Controller settings for skeet, so find one you like.

Event	Quality
Open Trials	Shoot 8
Invitation	Shoot 10
Championship	Shoot 12
Olympic Class	Shoot 14



Aim High

The gun you use is usually heavy and difficult to control. Pick a spot just above the low line and wait for the target to fly by. Your sight will flash when the shot is in position.

A Shoot



Double Trouble

You'll often get two targets at once. Use the waiting strategy to hit the first one, then track the second as best you can. Be sure to aim low.

100 Meter Freestyle Swimming

Swimming operates much like a sprint, with the added challenge of turning around halfway through. Also, one false start will disqualify you.

Event	Quality
Open Trials	80.00sec
Invitation	78.50sec
Championship	77.00sec
Olympic Class	67.50sec



The Perfect Swim

You must swim quickly if you want to win, but the pools long and your fingers can get tired. Pace yourself through out the race, then get for a final burst near the end.

A Fumble Reach



Turn, Turn, Turn

You'll need to time your turn well to get the maximum effect. You want to be one body length away from the far wall when you begin turning.

Olympic Sprint Cycling

Unlike most timed events, cycling demands that you conserve energy. If you mash buttons like crazy, your cyclist won't even win a tin medal.

Event	Quality
Open Trials	58.90sec
Invitation	56.90sec
Championship	54.40sec
Olympic Class	49.20sec



Peeling Out

Instead of three ride-on laps each, there are two sets of white stripes. The first set of stripes marks the halfway mark, the second set is the lap end. Peel out once you touch the second set.

A Peel Out



Pace Yourself

Watch your energy meter closely. Keep it about half-filled and you reach the first rider a midway point, then quickly race for the finish.

Hammer

Hammer tossing is tricky at first, but fun once you get the basics down. Use the power buttons to spin as fast as possible, and keep one finger free to control the release. Aim for mid-field, or you'll throw right into the cage.

Down **Down** Swing **A** Throw (hold and release)



Event	Quality
Open Trials	40.00m
Invitation	48.00m
Championship	52.00m
Olympic Class	58.00m

Spin Cycle

Once you can test enough, and a few ropes. Press and hold the action button when it points to the ball, then release once you make a full circle. You can also aim by using the bar above, but it's iffy.



Release Me

Release the hammer as close to a perfect 45 degree angle as possible. If it's too high, the hammer will sail straight up and back to earth. A throw too low will hit the ground at your feet.



100 Meter Platform Diving

Grace, skill, and no mad bottom preening to be found. Diving is easily the best sport in the game, and a welcome release from the tired events. Choose your dives carefully—judges appreciate a dive with high difficulty, but anything above a 3.0 is pretty tough to pull off. Keep in mind, the judges lose interest in consecutive easy dives.



Pretty Colors

Put form diving for three parts. First, choose a dive. Second, step the power meter as close to the right as you can. Finally, since you begin to dive, press the A, B, and C buttons as their respective colored symbols appear. You'll need to enter the water as cleanly as possible, so make sure that your body is straight before starting the final part of a dive.



Javelin

Throw a penny-stick really far. It sounds simple, but you'll need good speed and a great angle to win gold. This is a good time to point out that the world records used in the game aren't the real records, nor are they very realistic—you'll have to chuck the javelin an absurd 500 meters if you want the record.



Don't Stumble

Press the power buttons as fast as possible to build up speed. Once the angle meter appears, your current speed is locked in, so you can't stop running. Take four more steps before you're done, or you'll lose a lot.



Aim True

Like most events that require an angle, the javelin toss is optimal at 45 degrees. Hold the action button until you approach 45, then let go. Once the meter appears, take four additional steps before you start aiming.

Triple Jump

The Triple Jump is pretty cool, if only because you complete the jumps in slow motion. Build up speed by racing down the track, then make three perfect jumps for Olympic glory. Be careful not to cross the line.



Rep, Skip and Jump

Begin your first jump by holding down the action button about five steps in front of the end. Once the angle hits 45 degrees, release. The next two angle meters appear automatically—just hit the action button when it reaches 45 to complete the next two jumps.

Dive Configuration	Points
Armored Forward Somersault, Straight	2.0
Armored Reverse Tuck Somersault, Tuck	3.3
Armored Back Inward Somersault, Pike	3.5
Armored Back Double Somersault, Pike	3.8
Forward Dive, Half Twist, Straight	3.0
Reverse 2.5 Somersault, 1.5 Twist, Tucked	3.2
Forward 2.5 Somersault, 2 Twist, Tucked	3.1
Forward 2.5 Somersault, 2 Half, Pike	3.3
Inward Dive, Straight	1.7
Inward Flying 1.5 Somersault, Tucked	2.3
Inward Flying 1.5 Somersault, Pike	2.5
Inward 3.5 Somersault, Tucked	3.2
Reverse Dive, Straight	2.0
Reverse Flying 1.5 Somersault, Tucked	2.2
Reverse 2.5 Somersault, Tucked	2.7
Reverse Somersault, Pike	2.8
Back Dive, Straight	1.9
Back Flying 1.5 Somersault, Tucked	2.1
Back Double, Somersault, Straight	2.6
Back 3.5 Somersault, Tucked	3.3

Event	Quality
Open Trials	45.00pts
Invitation	52.50pts
Championship	60.00pts
Olympic Class	65.00pts

Event	Quality
Open Trials	30.00m
Invitation	36.00m
Championship	44.00m
Olympic Class	50.50m

Event	Quality
Open Trials	13.50m
Invitation	14.00m
Championship	14.60m
Olympic Class	15.90m

High Jump

The high jump should actually be called the high flop, because you don't jump the bar so much as painfully concert yourself over it. Nevertheless, it's a long-standing Olympic tradition, recreated here for your leaping enjoyment.

Event	Quality
Open Trials	1.65m
Invitation	1.70m
Championship	1.85m
Olympic Class	1.95m

▶ **▼** Run **A** Jump (hold and release)



All in the Timing

You'll need to begin your jump as soon as you reach the outside pole (read the action button prompt) or else your knees have cleared the bar, thus releasing it to flip your feet over.

Watch the Bar

Once you begin your leap, you'll want to take great care not to knock the bar off its posts. You can touch the bar without a penalty—you can even make it wobble and shake. But if it falls down, so do your hopes of stealing an Olympic medal.

Super Heavyweight Weight Lifting

Weight lifting may hurt to watch, but you can lift pain-free from the comfort of your living room. If you refuse a lift, you'll be offered a heavier weight—a tactic useful in later rounds.

Event	Quality
Open Trials	170.00kg
Invitation	175.00kg
Championship	180.00kg
Olympic Class	185.00kg



The Human Forklift

Press the power buttons to build up strength. Your power meter has two black lines on it. Press the action button once you hit the first, then hold up more power and repeat for the second.

▶ **▼** Power **A** Lift (hold)

Kayak Ki Slalom

Kayaking is not only the most difficult event, it's also the most time-consuming. All you have to do is hold down buttons and steer, however, which is a relief for tired fingers. The controls include three buttons used for pole dodging, but they are used to wheel. You're better off just paddling forward and backward.



Bank and Fork

You have two strokes in your mighty kayak—forward and back ward. Strongly enough, you get equal power with both, so there's no need to turn around.



Red and Green Gates

You can paddle straight through the green gates, but you must enter red gates from the other side. Don't miss or reenter a gate, or you'll get a huge penalty.

Event	Quality
Open Trials	380sec
Invitation	360sec
Championship	350sec
Olympic Class	330sec

◀ **▶** Left/Right **A** Forward **Z** Dodge Gate Poles
B Backward

Multiplayer

Like all Olympic games, Sydney 2000 becomes a lot more enjoyable when you have a few friends competing with you for the gold. Up to four players can take to the field at a time, each representing a different country.



Conclusion

Sydney 2000 has a wide variety of events, nice graphics and decent sound. It does, however, suffer from less-than-stellar play control and some very repetitive button mashing. But that has always been standard procedure for track and field games, and devoted fans of the genre should find Sydney 2000 a welcome addition to the group. **B**

"The Biggest, Baddest RPG to ever hit the N64!"

- IGN64



Ogre Battle 64

Person of Lordly Caliber



Over 50 Hours of non-linear gameplay on one of the largest N64 carts ever
Fight epic battles while commanding over 50 types of characters
Experience an epic storyline worthy of the Ogre Battle name



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ATLUS
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Everyone's favorite talking toddlers return to the N64 in a game from THQ and Avalanche that's based on a much-anticipated motion picture.

RUGRATS in PARIS THE MOVIE



Euroreptarland

The Rugrats were hoping to enjoy their time at a Paris amusement park, but Reobossal has captured the princess and the furious tots must save her. Acting as one of the stars, you will spend hours in Euroreptarland playing games and trying to earn enough tickets to complete the mission.



PRINCESS THEATRE

Test your reflexes at Whack-a-Ninja, toss crookes at targets or battle wooden zombies in Euroreptarland's Princess Theatre.

GOLF PARK

Prepare for nine of the wackiest holes of mini-golf you'll ever play. Also, Reptar is located in the Golf Park.



REPTAR ISLAND

Your driving skills will be put to the test when you battle ninjas and your friends in several bumper car games.

GOEY GOEY WORLD

Green gobs of goo fall from the ceiling as you sail around a swampy area, playing games and earning gold tickets.

MAIN ENTRANCE

Besides playing Baseball Toss at the entrance, you can trade tickets for prizes, such as the important Reptar Helmet.

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Main Entrance



Take an early opportunity to become familiar with the general layout of Reptarland. Notice the signs overhead directing you to the Baseball Toss, Prize Center or Moussell. Maps of each area are also available throughout the park.

TONS O' TICKETS

The main goal is to collect enough gold tickets to buy the Regular Helms, which controls Reptar and will allow you to save the princess. Red tickets are helpful for collecting puzzle pieces and prizes.



Red tickets are available nearly everywhere, floating above the ground. After you grab a red ticket, another will eventually appear in the same spot. Gold tickets are earned after winning the various games.

THE PRIZE CENTER

When your pockets are overflowing with tickets, head to the Prize Center and get rewards for all your hard work. Puzzle pieces will help you earn gold tickets at the numerous puzzle game areas across the park.



The trading process is simple. Move the spotlight over the item you want to obtain and press the A Button. Of course, you have to be allowed to get a prize you don't have enough tickets for. To exit, press B.

DON'T BE PUZZLED

Solving puzzles is the easiest way to earn gold tickets. But you can't play unless you have enough red tickets to purchase a colored puzzle piece.

Solve the same puzzle multiple times to get extra red tickets. Press B to rotate puzzle pieces 90 degrees.



When you find a puzzle spot on the ground, stand over it and press the Z button to bring up your inventory. Select the appropriate colored piece to play the game. You can try each puzzle more than once.



Notice that the border of the picture is already in place. Your job is to fill in the center. The first piece is always the most difficult to place, but it usually fits in somewhere in the edge. The puzzles repeat the same each time you play.

BATTER UP! BASE

Baseball Toss is one of several games that feature bonus rounds, giving you a chance to win an extra ticket if you achieve a perfect score. But don't frustrate yourself trying to reach the game's bonus.



When using the batter target, such as the splash, you'll need to anticipate where it's headed and throw the ball in front of it. Use a quarter back landing to recover to the target ball mound, use only one batter target.



I Spy a Rugrat

What are all those Rugrats up to in Eurocepterland? Trade for the Spyglass and use it while standing over the spot near the Main Entrance. Flip through the pictures with the A Button. The Spyglass won't help you win the game, but oh what fun!



Golf Park

To reach other areas of EurotopiaLand, simply take the escalator to the Monorail and choose your destination. Golf Park features nine holes of challenging minigolf and a few other ways to earn gold tickets.



SIMPLE YELLOW PUZZLE

From the Monorail, go right and then take the first left to find the yellow puzzle. It will be easy if you study the border, because the left side of the puzzle is blue and the right side is black.



REPTAR'S WAREHOUSE

After exiting the Monorail, head left and then take a right at the fork. You'll see a door labeled KEEP OUT, which leads to a warehouse. Inside, you'll find a lonely person willing to trade for a gold ticket.



PUTT FOR PRIZES

To succeed in minigolf, you'll need to take advantage of the shortcuts. When close to the flag, use the reverse angle to line yourself up with the hole and don't swing too hard! Keep in mind that you can earn a bonus ticket by beating the course record.



Princess Theatre

Princess Theatre is one of the most enjoyable areas because of its easy ways to earn gold tickets. If you have a bunch of red tickets, pick up the frog at the Prize Center before coming to the area.



WHACK-A-NINJA

It's rare to stop at the most valuable game in the park because it's a fast, simple way to earn tickets. You must whack the nimp, but not the bees, so focus on the color difference between the two.



LICK'EM, STICK'EM

Watch the reflection of your character's eyes in the water to find out where the next bug is likely to be coming from. In the early rounds, keep the frog spinning and licking. Once the bees arrive, use your tongue only when you have a clear shot at a bug.



COOKIE TOSS

You may want to play Toss Your Cookies several times to earn extra rickets. It is significantly easier than the Baseball Toss, and you can play a bonus round if you get a perfect score.



Keep the target in the center of the screen and move it up and down and side to side. Control is key to success, so don't move the cursor around wildly. You have unlimited cookies to toss.

CHUCKIE CHAN

Chuckie Finster is having a wild dream, and it involves monsters made of wood. Thankfully, Chuckie happens to be a martial arts master in his dream, and he can chop like a pro. Help him win to earn a gold ticket.



Always keep Chuckie moving, but don't attack too quick! After knocking down a wooden zombie, wait for it to get back on its feet before launching forward. The zombie is vulnerable after being hit.



Reptar Island

Reptar Island may bring back fond childhood memories of bumper-car wars or ticket-winning Slice-Ball attacks. Although the games are fun, keep in mind that they're among the most difficult to win.



BLUE SKY PUZZLE

The blue puzzle game is simply named, because it includes a lot of blue sky. As a result, your job is easy. You'll always know whether a piece belongs on the top or bottom.



BOWL-CANO

Follow the volcano signs to the enormous area that hosts the bowling game. It will take some time to find a pattern that works. Try moving three ruzzles to the left and throwing with full power.



BUMPER BATTLES

These Rugrats may be too young to drive, but they can still go wild in the bumper cars. There are three distinct bumper car games, each requiring a unique strategy. Bumper Hockey and Bumper Tag call for aggressiveness, while the standard Bumper Car game demands a slow approach. If you find yourself struggling to win one of the lengthy bumper car games, move on to easier contests.



In Bumper Hockey, charge the puck and try to get a big lead. Then drop back and play defense. Silver balloons are worth points, so grab them when possible.



Be gentler in the Bumper Car game and don't bother collecting a ton of balloons. Wait until the lead has disappeared and run the player with the most points.



In Bumper Tag, strike up five packs and aim for a single. Once a tag is hit, the score timer, the car will stop flashing and you'll get to knock on the others.

Goey Goey World

Mystical music and neon-green slime give Goey Goey World an eerie feel. The games are fairly complex, so avoid the areas unless you're up for a challenge. On a positive note, red tickets are in abundance.



ONE FINAL PUZZLE

The red puzzle is located at the back of a dead end, and it's slightly more challenging than the others. But the same rules still apply—study the border and match the pieces accordingly.



GOEY COLLECTION

The easier of the two games, the Goey Collection will introduce you to the layout of the swarpy area and give you a chance to become familiar with it.



Start with the first level and clear all the balloons. Make your way up to the second story and do the same. Finally, clear out the highest level. Stage the wickets preparation for the next game.

START THE MUSIC

You'll soon notice that the timer last for varying lengths of time. To plan the perfect path, you'll need to play the level several times.



The cat and mouse on this first level must be the first two creatures you bump. Master so the higher level, start all the tunes, and then drop off the ledge to get yourself back to the first level.



Snag the Snail-O-Bot

The time has finally come. After wandering around the amusement park for hours and hours, you've earned enough gold tickets to trade for the Reptar Helmet. defeat Robosnail and save the princess.



REPTAR HELMET

When you entered the warehouse in Golf Park, you probably noticed the huge dinosaur known as Reptar. Return to the warehouse with the helmet and get ready for a battle in the streets of Paris.



Enter the warehouse and head to the right. Read the book on the wall to learn before standing on the magical spot and cycling through your inventory. When you select the helmet, you'll be whisked into downtown Paris.

REPTAR VS. ROBOSNAIL

The deadly Robosnail has captured the princess and is causing havoc in the city streets. Reptar must use his strength to smash

the evil snail. Unfortunately, Reptar is much slower, so you'll need to be smart to win the battle.



You may be up against a snail, but he's a lot quicker than you are. Immediately head to the right and take behind the farthest building. Robosnail will follow you and get Reptar's back as the ally launches your fire and sleep claws before Robosnail can launch a heavy attack.

Pick a Peck of Pickles

A FRIENDLY CONTEST

After working hard to save the princess, Tommy Pickles and his family and friends just want to have a little fun in Europeparkland. Grab a few friends of your own and start an amicable competition with one of the multiplayer modes. The Raptor who gets the most points in four different games wins!



In multiplayer mode, four games are chosen at random. Every character plays solo, and the scores are tallied after each round. You never know which game will be selected, so be sure to practice them all!



Time to Go Home

While playing the game, you'll hear the Raptors say, "I want to stay in Europeparkland forever!" But, alas, once the princess is saved, the game is over and it's time to leave the park. If you really enjoyed yourself, you can raise the difficulty setting and try to win all over again. 🐉

Walt Disney's



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COMING NOVEMBER, 2000



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Player's poll contest

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POKÉMON

Gold Version Silver Version



The exploration of Pokémon Gold and Silver continues beyond the Ruins of Alph. This month, you'll learn about new places, new people and new Pokémon. It's all part of the service for the Pokémon source—
Nintendo Power.



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Gotha Fetch Some More

Last month, the Power Pokémon Gold and Silver tour finished exploring the Ruins of Alph, where the unusual Pokémon known as the Down were discovered. This month's journey will take you to the mysterious Ilex Forest, a well full of sad Slowpoke and an underground mall where Pokémon hazards are all the rage. The latest tour will guide you through the next two Gym Leader battles, introduce you to a man who makes custom Poké Balls and take you to the mellow sounds of Pokémon Radio. You might even meet some new Pokémon.





The route between Azalea Town and Violet City begins just outside the eastern entrance to the Ruins of Alph through the eastern gate. Expect plenty of Trainer battles and lots of grassy areas where wild Pokémon hide. The Trainers on the bridge are fond of Water-type Pokémon. Later in the game, you can surf in the water by the bridge to find Team Rocket.

#173 MAREEP TYPE: ELECTRIC

Mareep's electric attack is based on Route 32. Don't be shocked—it is a synergy against Water-type.

LEVEL 15 #180 SLASHY TYPE: ELECTRIC
LEVEL 30 #183 AMPHARUS TYPE: ELECTRIC

Attacks: THUNDER BOLT
DUST COIL
TRICKY PUNISH
TRICKY

HP: 5
FLAME
STRENGTH



#184 WOOPER TYPE: WATER/DROUD

Wooper's Water and Ground-type status cures it, particularly drought, but Grass-types will make hay.

LEVEL 20 #186 QUASSLE TYPE: WATER/DROUD

Attacks: TAIL WHIP
SLASH DANCE
MIST
HAZE

HP: 5
SWIM
MINOR SOUL
STRENGTH (10%)



#182 BAYLEAF TYPE: GRASS

Chlorophyll evolves into Dryad in Level 15 Rozelle and Solar Seasonal keep it growing at one.

LEVEL 32 #184 MEGANUM TYPE: GRASS

Attacks: BAZON LEAF
SPRINKLES
BOY SLAM
SOLAR SLAM

HP: 5
DUST
STRENGTH



Need for Seed



YOUR POKÉMON HAS MIRACLE SEED

The scenery along Route 32 is very green, and you'll see a green thumb if you take the seed that is of level 30 you along the way. The Miracle Seed, when given to a Pokémon to hold, increases the power of a Pokémon's Grass-type attacks.

Fish Tales!



POKE! YOU'VE CAUGHT AN OLD FISH BOSS!



POKE! YOU'VE CAUGHT AN OLD FISH BOSS!



POKE! YOU'VE CAUGHT AN OLD FISH BOSS!

Stop by the Pokémon Center on Route 32 and talk to the old fisherman to get the Old Rod. Then go fishing for water-type Pokémon on the bridge. The water-type Pokémon are biting most, but their saucy strategies will dry up if you hit them with Grass-type or zap them with Electric-type attacks.



FROM THE RUINS OF ALPH

TM 60: ROAR

Miracle Seed

Phone Number

Fishing

Grass Seed

Phone Number

Fresh Pecha

TO UNION CAVE

ROUTE 32

NEW DAY TYPE

SEVER DAY TYPE

#180 PATARA	MANY MANY MANY	FEW MANY NONE
#182 EKANS	NONE NONE NONE	MANY MANY MANY
#181 ZUGBAT	FEW NONE FEW	FEW NONE FEW
#180 BOLLSPROUT	MANY MANY MANY	MANY MANY MANY
#187 HERP	MANY MANY NONE	MANY MANY NONE
#184 WOODROW	FEW NONE MANY	FEW NONE MANY



Connecting Route 34 and Route 33 is Union Cave, a haunt of Pokémon Trainers who concentrate on Rock- and Ground-type Pokémon. You'll also find wild Zubat and other Pokémon lurking in the dim recesses of the cavern. Use Water- and Grass-type Pokémon to erode the opposition. When you have Surf and Strength, return to Union Cave and explore further. You'll find some interesting specimens underwater in the ponds.

First Floor

Auto Out



FROM ROUTE 32

Grass Ball

TO ROUTE 30

X Attack Awkward

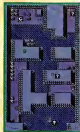
Basement 1-1



TM (Surf)

X Guard

Basement 2



Return Later



With Surf and Strength you can visit new locations in Union Cave. You'll find more of the mysterious panel puzzles that you found in the ruins of Agha, and if you wait the longest reaches on Friday, you may find another surprise.

Basement 1-2



FIRST FLOOR

	MON	TUE	WED	THUR	FRI	SAT	SUN
#18 BACTATA	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#22 SANDSHREW	MANY	MANY	MANY	NONE	NONE	NONE	NONE
#23 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#98 ONIX	FEW	FEW	FEW	FEW	FEW	FEW	FEW



The short route between Azalea Town and Union Cave is where you'll find Elder Anthony, a Trainer who will call often to tell you about unusual Pokémon if you give him your phone number. You'll find wild Rattata, Spearow, Ekans, Zubat and Hoppip hiding in the tall grass along the way.



ROUTE 33

	MON	TUE	WED	THUR	FRI	SAT	SUN
#18 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE	NONE
#23 EKANS	NONE	NONE	NONE	MANY	MANY	MANY	MANY
#24 ZUBAT	FEW	NONE	MANY	FEW	NONE	MANY	MANY
#80 HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE	NONE



FROM UNION CAVE



TO AZALEA TOWN

Adventure Party

Phone Number

555 OURANI TYPE R/C

Quilava can burn through enemies using Flame Thrower. Swift is another hot attack.

LEVEL 26 #154 TYRANIDION FIRE

Attacks	HMs
SHRINKING	OUT
SHRINK ATTACK	STRETCH
SWIFT	
FLAMETHROWER	





When you first arrive in Azalea Town, the place is abuzz with rumors of terrible things happening at the Slowpoke Well just east of town. In the battles to come, you'll make a friend in Kurt and face the wrath of Team Rocket. Returning later to Azalea Town, you'll get special Poké Balls. As for the Gym, it's possessed to bug you.

What's Afoot?



FROM ROUTE 33

After helping the Charcoal Maker's apprentice in Ilex Forest, return to the house and collect Charcoal, which powers up fire-type attacks.



Before Buggy

The Azalea Town Gym is off-limits until you defeat Team Rocket at the Slowpoke Well. A man will block the door until you end the cruelty in the well. When you enter, prepare to be bugged.

Kurt's House



Team Rocket blocks off the entrance to the well when you first arrive. Go to Kurt's house, then return to the well and help Kurt with the goats.

Well-ness



Go back to the Slowpoke Well and take over for Kurt. The Team Rocket Grunts use Rototop, Zubat, Ekans and Koffing. A strong Ground-type such as Geodude is a good lead Pokémon.

Visit Kurt Again



After the Slowpoke Well safe, Kurt will offer to make custom Poké Balls for you. Return with five very odd types of Apples and give them to Kurt. He'll turn them into one of seven special types of Poké Balls.

Second Gym Leader, Buggy!



Buggy brings out Metapoli, Kakuna and Scyther. Use a Fire- or Flying-type Pokémon. If you win, you'll receive the Wave Badge, the ability to use Cut outside of walls, and TM 15, Flare Gem.

Your Rival



As you head toward Ilex Forest after defeating Buggy and Ilex runs into your Well. You should have no trouble if your Pokémon are over Level 15.



Team Rocket has been chopping off the tails of Slowpoke and selling them for profit. When you enter the well, you'll have to defeat all four of the Team Rocket grunts. Doing so will open up things in Azalea Town. Since you'll face many Poison-type Pokémon, stock up on Pansercureberry or Anadone before venturing into the well.

Basement 1

Super Potion



Basement 2

TM 15, Flare Gem



When You Return

After receiving Surf and Strength, return to the Slowpoke Well and explore further. You'll find items such as the King's Rock, Super Potions and TM 15, New Dance.

BASEMENT 1

WAVE BADGE

SEAL: Wave, Surf, Jump

#1 SURF

WAVE BADGE

#15 SLOWPOKE

WAVE BADGE



The gloomy forest to the northwest of Azalea Town is home to many wild Pokémon, but it isn't the home of the Charcoal Miller's apprentice who has wandered into the wood in search of the missing Ferretichid. After helping the apprentice catch the feathered Pokémon, proceed through the larger expanses of the wood, finding items and catching wild Bug- and Grass-type Pokémon, such as Caterpie and Oddish. There are plenty of Zubat flying about, as well.

TO ROUTE 34



ILEX FOREST

	Grass	Grass	Grass	Grass	Grass
#10 CATERPIE	MANY	MANY	NONE	NONE	VERY MANY
#11 METAPOD	MANY	MANY	NONE	NONE	VERY MANY
#14 KAKUNA	NONE	NONE	MANY	MANY	VERY MANY
#15 VEEDRIE	VERY MANY	VERY MANY	VERY MANY	VERY MANY	VERY MANY
#17 ZUBAT	FEW	FEW	MANY	FEW	MANY
#18 ODDISH	NONE	MANY	MANY	MANY	MANY
#19 PARAS	MANY	FEW	MANY	MANY	FEW

Lend a Hand



The Charcoal Miller's apprentice has lost the precious Ferretichid in the woods and can't catch it! It's up to you to herd the bird and return it to the apprentice. Once you succeed, you'll earn TM 85, Cut, and you'll be able to cut down trees.

Herd the Bird



The Ferretichid tries to fly in the opposite direction of your apprentice. The idea is to drive it to the apprentice, which will take patience.



Plenty of Trainers stand ready to challenge you along Route 34, and lots of new Pokémon such as Abra and Dugtrio are hiding in the grass. The Psychic-type Dugtrio is an excellent addition to any Pokémon collection. The Daycare center is another important stop.



If you leave your Pokémon with the couple at the Daycare center, they'll raise your animals until you return. Be prepared to play a hefty fee for their services. If you leave two Pokémon at different genders, you might return to the Daycare center to find an egg.

ROUTE 34

	Grass	Grass	Grass	Grass	Grass
#131 BASTOIN	MANY	MANY	MANY	MANY	MANY
#132 ABRA	MANY	MANY	MANY	MANY	MANY
#138 DRUWIF	MANY	MANY	MANY	MANY	MANY
#142 SULTO	FEW	FEW	FEW	FEW	FEW

TO GOLDENROG CITY



Use the Surf to reach the clearing, then defeat the three Trainers to win Surf Ball.



It seems that all roads lead to Goldenrod City. On your first visit, you'll find valuable items, such as the Bicycle and Squirrelette, and meet interesting people, including a pair of Pokémon hooligans and Bill, who invented the Pokémon storage system. The metropolis holds many secrets, too, like the Underground. The biggest secret of all has to do with the Radio Tower and its missing director, but you won't be able to solve that riddle until later. Don't forget to get pumped for the big Gym battle with Whitney and her mighty Milook.



Stop 'n' Shop



The huge department store in Goldenrod City holds almost everything a Pokémon Trainer could want. Each floor specializes in different types of items. On the second floor you can buy potions and Poké Balls while on the fifth floor you can buy Technical Machines.

Bill's Number



Visit Bill's house and exchange phone numbers with Bill's old brother. Once Bill has your number, he will notify you when your Pokémon has to fill. You can call Bill and check on the jobs, status at any time.

Speed Cycling



Get a cooler bike from the The World is a Cycle! Parts Mega-Shop in Goldenrod City. The shop is tucked away in town's south-western part. Once you leave the bike, see it to go between locations.

Instant Bike



Baggie! your bike so you can use it at any time with the push of the Select Button. Go to your pack, choose the Bicycle and push the A Button. Choose the \$22 option on the pop-up menu to register the bike.



Tower of Power



The higher levels of the Radio Tower are closed at first, so you will have to return after winning seven Gym Badges. Meanwhile, you can check your Lucky Neighbor. The Radio card for the Poké Scan lets you listen to Pokémon radio shows.

Radio Free Pokémon



After earning seven badges, return to the Radio Tower and challenge Radio Pook. You'll have to win two Key Cards—one in the Tower and one in the underground—before you'll be able to reach the radio man.



153 CROCONOW (FIRE, WATER)

At Level 38, Croconow evolves into Croconaw. Both Pump and Fire will make a splash in next battles.

LEVEL 38 #150 CROCONAW WATER

Attacks	1176
HP	617
HEAD	68P
SCREEN	WWW.POK
ITEMS	STRONG



5 Under Goldenrod City

Goldenrod City's Underground contains shops, Pokémon trainers and some other surprises. One shop is open only on Monday morning. Another is open all weekends. You'll find the Coin Purse in the Underground, and you'll also find a checkbook tucked away. Look for that later.



The Bargain Shop is open on Monday morning only. You can pick up cheap items and sell them to other shops for a profit.

The trainers will give your Pokémon a trim. The haircut will make your Pokémon happier, but only one haircut trained each day.

Keep on its inexpensive medicines, but they're better and your Pokémon won't like taking them.

What's in a Name?



Although he's called the Name Rater, the man in Goldenrod City seems to think all names are pretty good. The real reason to visit the Name Rater is to change the nickname of a Pokémon.

Train Trouble



The train won't be along for quite some time, so don't worry about it until later. Once the engine starts its upward raring, the train will take you to the region of Kanto where the first Pokémon adventure took place.

Game Corner



The Game Corner features two games of chance. You can take your winnings to the back counter and purchase an Adam, Sandshrew or Diglett. You can also trade a game coin for TM 15, Blizzard, TM 25, Thunder and TM 30, Fire Blast.



The Gambling game has 24 cards face down on a table. You have to try to guess the next card that will be revealed. You can pick lines or multiple lines, but the payoff is less than if you choose a single card. Go for the big numbers and big payoffs.



At the Gym

All of the Trainers in the Goldenrod City Gym are females, and they have a preference for Normal-type Pokémon. You might want to bring out a Fighting-type Pokémon such as Machop.

Third Gym Leader, Whitney!



Whitney's Level-20 Machop is one tough one. Try to stop the red dot from firing and avoid you by using Blizzard or Dig. Whitney's Level-16 Clefairy is an easy mark for a Pokémon-type.

Don't Forget



Remember to stop by the girl's house after defeating Whitney. The Squirtle will help you solve the middle of the queering line.



Golden Opportunities

You're well on your way to becoming a great Pokémon Trainer, but the toughest battles are still ahead. You've already heard about the upcoming battle with Team Rocket over the Radio Station, and that's just one of many training grounds where you'll have to show the world what it takes to be a Pokémon champion. Next month, Nintendo Power will continue with bug-catching contests and more. ☺



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HARVEST MOON 2

GBC



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NATSUME'S HARVEST MOON 2 FOR GAME BOY COLOR IS SPROUTING ON STORE SHELVES THIS FALL, AND WE'VE SCOURED THE LANDSCAPE FOR BUSHELS OF TIPS AND STRATEGIES.

FARM LIVIN'

There is no dungeon diving in Harvest Moon 2, no hoards of slaying monsters to slay. In spite of that fact, HEMA is a role-playing game of epic proportions, one in which your mind and (virtual) body will be tested to their utmost. As the heir to a small family farm, you have three years to turn your personal Pendennis into a financial success. If you fail, your inheritance will be sold to make way for a theme park. What's so tough about growing turnips and milking cows? Listen, if you were to put a straggling orc and one of Harvest Moon's grumpy Holsteins in an arena together—well, let's just say our money would be on ol' Bessie!



MR. OR MS.?

When the game begins, you must choose to play as a male or a female character. Either way, your skills and abilities are the same and the mayor will give you a chance to turn your farm around. Unlike in the original Harvest Moon, the central goal is not to get married, but you can make friends with the people in town.



RIGHT NEIGHBORLY

In fact, the townfolk will bend over backward to help you. While you'll spend most of your time down on the farm, you'll go into town regularly for food, tools, supplies and companionship. Visit the public square north of town (not shown) to meet people and read the bulletin board.

1 HOME

This is your home, sweet home. It's a nice place, but if you wish, talk to the carpenter about a remodel.

2 COW BARN

The barn is fully equipped for up to four out-of-season cows (and fodder for them, too), but not milked.

3 PASTURES

Use the pastures to grow grass for your fodder and as places where your livestock can roam freely.

4 COOP

Up to four chickens can live in the hen house in comfort — you can't keep them cold up all the time.

5 SHEEP SHED

The sheep shed is an "advanced equipment" on your farm. Talk to the carpenter about having one built.

6 HOTHOUSE

The hothouse is another advanced addition the carpenter can build for you if you've made up enough money to finance it.

7 FIELDS

Keep your cash-croppers or the soil for quicker harvesting. The right side of the fields is best for grass.

8 FISH POND

There are 18 types of fish in the river. You can sell what you catch or put it in the pond for posterity.



1 MAYOR

The mayor will always greet you with words of encouragement. Try not to let him (and yourself) down.

2 SEEDS

Instead of just blooms, the so-called Flower Shop actually sells seeds for flowers, crops and herbs.

3 DOCTOR

If you're feeling under the weather, see the doc. He may have you stay in the clinic overnight.

4 LIBRARY

If you have a Daring Day Festival, go to the library to print "photos" of festivals and the fish you've caught.

5 CHURCH

The Church will be closed when you begin the game, but a new minister will arrive within the first season.

6 CARPENTER

If you ask the carpenter about building some thing, he'll come to your house later with an estimate.

7 TOOL SHOP

Most of your farming implements are made at the Tool Shop. Next to it is an inn to feed up about upgrading your tools.

8 RESTAURANT

The food is good, but the desserts are overpriced. Any food you buy is delivered to your home automatically.



FRIENDS & NEIGHBORS

All work and no play is just a farmer's life, so when friends in town in need, they may stop by the farm with a gift, a request or even a mystery for you to solve.



WHAZZUP?

As the proprietor of the Flower Shop, always be the person you'll see most of town. Don't just greet your patrons and go, be polite and talk with 'em.

HOE DOWN

You'll spend the first few days clearing your fields and planting crops. Start in the main field below the house, which is close to a water source. Stagger your planting (say, two or three patches per day) so you don't have to harvest everything at once. Watering is very tiring, so don't have more than eight patches of crops at any one time.



CLEAR FIELDS

Use the hoe, or, as in any other farm, hand it to clear the land. Weeds always come back eventually.



TILL THE SOIL

The ground won't accept seeds until you till it with the hoe. To return dark, tilled squares of land to its natural state, drop a rock on it.



PLANT SEEDS

Till the soil in a "U" pattern, leaving one square in the side of a 3x3 patch unharmed. Walk seeds in hand, press A to scatter them in a square around you.



WATER DAILY

The "U" pattern allows you to water and harvest each square. If you fill in the entire 3x3 grid, once the seeds sprout, you won't reach the center square.

THE RIGHT TOOLS

The villagers will give you a few tools at the start. The more you use the basic tools, the faster the upgrades will become available.



AX

Chopping up stumps will give you the lumber you need to add on to your farm.



WATERING CAN

You must fill the watering can in the river. The sprinkler upgrade doesn't need filling.



GARDEN HOE

The normal hoe tills only one square at a time. The super model tills a long row.



SICKLE

Use the sickle to cut grass. It's put in the silo automatically—you don't have to load it.



HAMMER

Even with the hammer, breaking rocks is one of the most tiring tasks on the farm.

SEED MONEY

You'll start with \$500, your uncle will give you \$1,000 as an early gift and you'll find another \$1,000 at home.



NO CIRCLES?

This pattern is the most efficient for watering and harvesting. Keep a one-square border between the patches.

THROUGH EVERY SEASON

Each year is broken down into four 30-day seasons. As the seasons shift, so will the pace of life. Different crops are available at different times of the year, and various new tools and items will become available in different seasons and years.

SPRING



Don't water if it drizzles in spring. Turnips are a great starter crop, but asparagus yields a bigger profit.

SUMMER



Melons look like money makers, but they take a long time to ripen. Stick with tomatoes for quicker profits.

FALL



One planting of pumpkins will produce all season long, but your command much higher prices. Take your pick!

WINTER



Grass can't grow in winter, so be sure to stockpile a lot of fodder for your animals before the seasonal change.

SPRINKLER - YEAR 1



If you use the watering can a lot, you'll have the sprinkler late the first spring.

SPURS - YEAR 1



Don't have a cow until you have a horse for grooming it. It is an essential tool!

HORSE - YEAR 1



On the first day of fall, a friend will stop by and ask you to care for a horse.

SHAMPOO - YEAR 3



Use the shampoo regularly on your sheep to keep their coats clean and fairly soft.

SUPER HOE - YEAR 1



Buy the new field and just start to use the super hoe to ease your first spring.

MILKER - YEAR 2



Buy the milker in the second year, which is the earliest you'll have mature cows.

SADDLE - YEAR 1



Buying the saddle and learning to ride may be a useful—and profitable—version for you.

CLIPPERS - YEAR 3



You likely won't buy sheep land, but, won't miss the clippers until the third year!

Crop	Cost
Turnips	\$120
Asparagus	\$900
Grass	\$900

Crop	Cost
Tomatoes	\$200
Melons	\$500
Grass	\$900

Crop	Cost
Pumpkins	\$900
Yarns	\$180
Grass	\$900

Crop	Cost
Broccoli	\$900
Nuts	\$900
Grass	does not grow in winter

BUMPER CROPS



To sell crops, place them in the bin by five o'clock. You don't have to pick crops the day they ripen, but any delays will cut into future earnings. Remember that crops from one season will expire on the first day of the next season.

PROFITS

The chart shows how much the buyer will pay for your goods. Prices for crops are based on eight of each item.

Produce	Sell Value
Turkeys	\$380
Asparagus	\$840
Tomatoes	\$640
Melon	\$1,040
Cabbage	\$1,040
Broccoli	\$800
Peanuts	\$320
Yams	\$480
Milk	\$250
Cheese	\$300
Butter	\$300
Sheep Wool	\$250
Fish	\$300
Chicken Egg	\$50



ANIMAL ANTICS

Raising crops will seem like a cakewalk compared to raising livestock. Animals can be temperamental and prone to sickness. Unless it's raining or wintering, put them outside to keep them happy, but bring them in at dusk.

A MOO-VING EXPERIENCE

Cows require huge initial investments of time and money, but once they mature and begin producing milk, the returns will be huge!



QUALITY CARE

As with your livestock, you should give each cow one piece of fodder per day. You should also brush them daily, as it helps keep them healthy and content.

BOVINE BOUNTY

Milk brings in good money, and better and cheese bring in even more. The butter churn and milk maker will become available later in the game.

WILD AND WOOLLY

Raising sheep isn't necessary to reach your goals, and they can be expensive. Besides the cost of buying and caring for them, you must also build a new barn especially for them.



NO CHEAP SHEEP

The special barn alone will set you back quite a bit, and now it has to ask your self whether you'll have the time to care for the sheep.

SHEAR MADNESS

Use the clippers to shear your sheep. Wool brings in reasonably good profits, and sheep will grow several coats in one year.

CHICKEN RUN

Unlike cows, chickens don't have "love meters," but they do have emotions and can become grumpy easily. Once again, let them roam during the day—weather and season permitting.



GOOD BREEDING

To keep startup costs down, buy just one chicken and then incubate its eggs to hatch more chickens. It will take a few weeks for chicks to hatch and mature, but you'll save up to 3,000 emackers.

FISH TALES

Fishing is a very hit-and-miss activity, but if you have the time, it can provide some extra money between harvests. To sell fish, place them in the bin along with crops.



THE BIG ONES

You can fish anywhere along the river. If you place fish in the pond rather than sell them, something interesting may happen after a time.



THE BACK FORTY

To ensure your success, you may want to expand your holdings in your third year. If raising sheep isn't to your liking, you can give your green thumb an even bigger workout than usual in a new hothouse.



ESTIMATE

Though not quite as expensive as a sheep barn, the hothouse will still cost you a pretty penny—800 pieces of lumber and \$30,000 shopcraft!



HOthouse

Forcing row crops and flowers is your second-in-line hothouse. To avoid you have enough lumber for the project, check the woodpile on the right side of your farm.



LUMBERJACK

Trees are truly a renewable resource in the game. Follow the main tree path to find stumps to chop up for lumber. The stumps regenerate every day.

HEALTH & WEALTH

Ben Franklin was right about that "early to bed and early to rise" stuff. Don't stay up until midnight or work for long periods in the rain. If you become ill, your crops and livestock will suffer from neglect.



HOT SPRINGS

A quick dip in the hot springs at midday can help you recover from a stressful morning and give you an energy boost for the afternoon.



Being tired and being overtired are two different things. Even if you're holed up, you'll pause occasionally to wipe your brow.

As you become tired, you may pause more often during your work. Just look at the stress on your face! That can't be good!

Stress and overwork can lead to low energy overall and illness. You may find your work feeling harder but accomplishing less.

If you push yourself too hard, you may just collapse, unable to do the simplest tasks. You should turn in early, lumberjack!



EXTRA CASH

The main main path is a good source of extra cash as well as lumber. Look along the path for wild fruits and berries to sell. Put them in the bin, just like crops.

HAPPY HOLIDAYS

Besides using the hot springs to unwind, take advantage of the seasonal festivals and holiday celebrations in town. You can relax, have fun and solidify your friendships with your neighbors.

Spring	Summer
Cherry Cup Races	Hurricane
Flower Viewing	Star Festival
Winter	Fall
Heavy Snow	Mojo Viewing
Thanksgiving Festival	Harvest Festival



CHERRY CUP RACES

If you learn how to ride, you can saddle up and enter the local Cherry Cup horse race. Even if you don't compete, you should still attend the race.



STORM WARNINGS

Check your Schedule subsection for festival dates and weather warnings! You can't work on stormy days, and the extreme weather can damage your crops.



COUNTRY COMFORT

After you put in 24 seasons of hard work and devotion, the mayor will decide your farm's fate. If *harvest* gives you a green thumbs-up, you'll be allowed to continue past the three-year mark. While the game is not everyone's cup of tea, if you're ripe for a different kind of role-playing challenge, then Harvest Moon: A GBC could be your pick of the fall game crop. 🍁

Disney's Aladdin

Disney's **Aladdin**
COMES TO
GAME BOY COLOR



Aladdin slashes his way through the scimitar, leaps across rooftops, and dodges danger throughout the streets of Agrabah. Join the Sultan's harem, escape the palace's dungeons, and save Princess Jasmine from the evil Jafar. You'll have a real flying carpet experience on this fun-filled ride!

E

ESRB Rating System

GAME BOY
COLOR

Ubi Soft

Ubi Soft

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Game Boy



a-Go-Go

FILMTASTIC FUN

Forget the complex—Hollywood's hottest emotions are debuting this season on the little square screen of your Game Boy Color. Toy Story's Buzz Lightyear provides the first-stage booster rockets this month for a cosmic collection of movie-themed games. Backlist new attractions like Little Nicky and the Grinch share the marquee with duty favorites like Blade and the Matrix, but the games themselves are all brand-spanking new. Grab some popcorn, sit back and enjoy our cosiest attractions. Trash receptacles are located in the lobby.



Good Buzz

If you know Buzz Lightyear only as the plastic action figure from the Toy Story movies, then you should head to the Gamma Quadrant to start spacing out with Star Command. Activision has charted a course for galactic adventure that follows the path laid down by Disney and Pixar in Buzz Lightyear of Star Command. The top-down shooter will send you hurtling toward an interstellar collision with the evil Emperor Zurg, and you'll have to bring a constellation of cosmic conflicts to justice along the way.



Ready, Action!

As Star Commander's top space warrior, you'll be required to round up the galaxy's most wanted criminals on a series of inhospitable planets. You may get a medal for each undesirable you collect, or at least a chance to reform yourself on another mission.



Nebula's Mews

Commander Nebula will issue you orders at the start of each mission, bringing you up to light speed on the fastest criminal robbery in the quadrant. He'll also growlie you with images of the villains you're after, so you'll recognize them in the field.



KR-Cise Caution

Lightyie's robot partner, KR, has been blasted to bits by enemy lasers, and it's up to you to collect the scattered pieces on the different worlds you visit. Each part looks like a fully assembled KR.

SHOOTING LOCATIONS

Each mission is a combination of a race and a shootout. You'll need to fight through waves of enemies quickly to reach the boss's small battlefield at the end of each level. Don't spend too much time fighting enemies along the way, or your time will run out before you reach the boss.



Brass in Space Pocket

Star Commander plays you well, but you'll often find yourself in need of some pocket change for weapons and transportation upgrades. Tattered enemies are the best source of space coins.



Pay as You Go

You'll find weapon and transportation upgrades along the way at prices that range from one to five coins. You can carry only up to five coins at a time, so spend your money wisely.



The Gauntlet

Most levels are long corridors that sometimes narrow into simple mazes. You'll probably be seeing lots from the multitracks of enemy robots, so pick up hearts to restore health.



Make a Collar

The criminals you've been chasing won't just give up when you catch them at the end of the levels. Use weapons with colors that correspond to an enemy's damage bar.



Ensnarled by Snakes

Watch out for debilitating space snakes during your sprint to the boss area. Your controls will be reversed if the snakes afflict themselves to your head. The effect is temporary but exasperating.



Rocket Man

You'll spend most of your missions on the t, but there will be many occasions when you'll need to make use of your rocket pack to hop over bodies of water or low-lying platforms. Use the B button to blast off!



Beam Ahead

Warp pads cost five coins to operate, but they're well worth it if you're running behind in your pursuit of a boss. They'll automatically propel you forward in the level.



Zap Zurg

The biggest bad guy of them all is waiting for you at the end of the final level. Stock up on coins so you can use the weapons power-ups on the battle field. You'll need to battle him with several types of ammo before he'll give up.

CHICKEN RUN™

POULTRY PRISON

Oppressed poultry everywhere will have reason to crow with the release of *Chicken Run*, THQ's new adventure/puzzle game. As Ginger—the fearless, feathered leader from the fantastic film—you'll need to show your fowl friends the way to freedom from Mr. and Mrs. Tweedy's barbed-wire confinement pens.



Free BFD

Each level in *Chicken Run* requires you to learn the correct sequence of actions needed to lead your sister hens to safety. Your mission will always involve bypassing the various security measures the Tweedys have installed at the farm, like dogs or searchlights. Once you've found, or created, a safe route to the exit, you can lead your fellow chickens there by creating a trail of chicken feed.



Freedom Trail

You're much brighter than the average chicken, so it's up to you to do the thinking for them. Lay down a path of chicken feed to lead them in the right direction. Don't spread out the feed too much, or they'll get lost.



Lights Out

Light is your enemy whenever you're trying to do something sneaky, like breaking out of prison. The spotlights illuminate your tunnel and warn the controller by a switch at the top of a pole. Use a box to neutralize.



Wrenching Experience

The grass on the ground are linked by air ducts that often allow you to move through otherwise inaccessible areas. You must use a wrench to open the grass, but once they're open, they stay open. Place chicken feed in front of the grass to make the hens eat of the air ducts.



Quiet Reflection

The eyeball security systems periodically scan their immediate area for signs of trouble. They'll send up the alarm if they see unauthorized personnel. If you place mirrors in front of them, however, they'll be blissfully unaware of your activities.



Card Acceptance

As you get closer to the exit of the Tweedy Farms facility, the security systems become more sophisticated. Pick up Key Cards on the ground then use them to turn off the laser beams that protect the exits.



Bouncing Step

The other hens don't have your vertical leaping skills yet, so there are times when you'll need to place springboards near obstacles to keep them moving to the exits. Set the desired direction arrow then place chicken feed in front of it to make the hens automatically jump.



ROAMING RHINO

Rhino Rumble puts you on the horns of a dilemma: You've just eaten a pile of spicy chili peppers, and you need to find some water to put out the fire in your mouth. The problem is, nobody wants to share scarce jungle resources with a thorny rhino. You'll need to fight your way past belligerent bees to reach refreshment in TeleGames' fast-paced platformer.



THIRSTY WORK

You'll find that the search for a simple drink of water can get very complicated for a scraggly rhinoceros. Starting in your natural jungle—or savanna, if you want to get nerdy—habitat, you'll soon explore unfamiliar territory in search of waterfalls.



Jungle Jumping

The Jungle level reintroduces you to the basic skills you need to survive in the wild, such as spotting and avoiding enemies. Finding water is your main goal, but you should also collect fruit when you find it.



Desert Dangers

The natural obstacles of the Jungle give way to man-made structures and barriers in the Desert. Look for narrow paths among the bricks so you can jump to higher platforms.



Cave Caution

Dark caves seem like good places to search for cool water, but you should also watch out for hissing bats and long bats. Use rare gems as mobile platforms to help you reach high ledges.



Snow Surprise

The icy landscape of the Snow level is no place for a rhino to charge. Slippery ice blocks and snow-covered platforms require great caution. Pause about each jump to ensure your footing.

NEW TOWN

After you've homed in on the the water in the natural landscapes, you can make trips to the city and the clouds to slake your thirst. You can enter the City by completing all the stages of the four previous levels. To reach the Clouds, you must find all the fruit in the previous levels.



City Scrapes

The City arena demands you except for the birds and other bad guys that attack you. Change your platformer as you did in previous levels. Don't use the boat to get across the water.



Castles in the Clouds

High from cloud to dispense your parcel of a waterfall in the sky. If you manage to soar to the finish, you'll win a trip to outer space in the final level.



THE MUMMY

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Tomb Tour

Here's a game for all you budding Egyptologists out there. Study the ancient past by meticulously uncovering mysterious artifacts. Sort of. Actually, you'll have to run from and fight the lethal supernatural forces you've unwittingly unleashed on the world in Konami's action-packed platform/adventure game.



Wrap It Up

You'll start the adventure as Evelyn, the antiquities librarian, as she searches through the stacks for items and hidden portals. The library is a vertical maze of ladders, switches and holes.



Open Door Policy

Pick up tablets then activate them with the B button to open secret doors to all levels parts of the library. You may not always see what door the tablet opens.



Here in the Dark

Some sensible jumping will put you into position to grab a torch power up on a platform. You can carry the torch down a dark hallway where you'll find Jonathan. He'll join your team.



Who-Ville Horror

There's always a heistman going on in Who-ville around Christmas. The air will be filled with joyful songs and triumphal festivities. It's a good time for all—all but the foul Grinch, who sits in his dank cave with only his dog Max to keep him company. This year he's determined to ruin Christmas by stealing all the Who's presents, and you can help him when you play Konami's item collection game.



Max Power

Each level offers a maze of varying complexity that you must negotiate to steal all the presents. Avoid the Who's, or they'll spoil your big rip-off by making you feel love in your heart.



Happiness Heist

The grating Who's have left their presents sitting out in the open, so all you need to do is grab them without getting caught. If you are caught, you can usually get away if you keep running. The Who's will eventually run out of breath.



Canine Crime

After you clear five levels as the Grinch, Max takes over for a while. Like the Grinch, he can crawl, and he can also jump over obstacles when necessary.



NIGHT STALKING

Endowed with vampiric strength and powers, Blade can also walk around in sunlight without crumbling into a pile of dust. In other words, he's uniquely qualified to stamp out evil bloodsuckers in Activision's new browser based on the Wesley Snipes movie of the same name.



Blood Brothers

Kick, punch and slash your way through the streets of New York City to uncover a vampire conspiracy. As you defeat enemies, you'll be allowed to progress in your adventure.



Supernatural Scrapper

Cut your teeth with some relatively weak enemies then go head to head with some of the toughest vampires who roam the night. Try to knock them down then keep them down with repeated attacks. They'll do the same to you.



Vampire Sheet

A special stage at the beginning of the game provides a shooting challenge from a stationary position at the bottom of the screen. Use the A button to fire at distant vampires and the B button to stop attackers on either side of you.



Attacks With Teeth

The ability to open with your weapons adds a nice RPG element to the game play. You'll be able to get the upgrades when you complete the different levels.



DEVILISH FUN

Little Nicky may be from H-E-double-tooth-picks, but he's not such a bad guy. He's on a mission to track down his two delinquent brothers on earth before his father, the devil, literally falls apart. Get fired up for fun in the Soft's platformer based on the forthcoming feature film.



FEEL THE BURN

After passing a series of tests in the Earth Simulator, you'll head up to the Big Apple to track down your brothers. Remember to charge up your power by standing in fire.



Rat Patrol

You'll water 'New York through a dimly-lit subway tunnel, so it won't seem like much of a change from your home. Jump frantically throughout the level to avoid rats and sparks from the subway tracks.



Track You Down

If you're running down a subway track, it stands to reason that you may need to avoid spawning subway trains. Crouch down in holes below the tracks to let the trains roll over you.

RESCUE HEROES

FIRE FRENZY



Where's the Fire?

Mattel and Fisher-Price are going to put you in the middle of a natural disaster—a Fire Frenzy, no less. A wildfire is searing across the countryside, threatening forests and towns in its path. You'll need to take control of an elite rescue team as it rushes to put out the blaze and transport people and animals to safety. The game is sure to make a big splash with hose-happy youngsters.



Wet Work

After you choose your status level—you'll start as a Rookie—you'll take on one of several urgent tasks on the operations map. Pick out your gear then head to the front lines, where crackling flames and desperate victims await you.



Trench Warfare

The Fire Break missions put you in the driver's seat of an earth mover as you try to shove off a wildfire. Dig an excavation command trench to prevent the flames from spreading to the dense forest at the bottom of the screen.



Splash Down

Playing as Axel the shopper pilot, you'll need to evacuate a few partitioned sheep bleating sky-scrappers in the city. Drop water to put out a series of small fires so you can lift a victim up to safety on your rope ladder.



Carver Adventures

You'll enter a bonus stage after you complete all the tasks on the operations map. Play a memory game to send 100 rescuers to firefighting planes over the forest. You'll be promoted at the end of the stage.

Barbie Magic Genie



BOTTLE BLONDE

American girls' favorite doll takes to the skies on a magic carpet ride to help her fellow genies recover their magic powers. Mattel's high-flying Game Pak takes a different turn from previous Barbie adventures with its complicated puzzles, item collection and problem-solving challenges. Barbie boosters' Arabian days and nights will soon be filled with magical wish fulfillment.



Rug Rides

An evilultan snagged four magic lamps from Barbie's friends while they were busy frolicking in the forest. You'll need to track down the artifacts to help the grounded genies make more magic.



Genial Gestures

You'll meet a variety of people and creatures in need during your travels, and it's always worth the effort to help them. The tasks range from recovering a shopkeeper's lunch to helping Pogson fly.



Magical Recovery

When you recover the lamp, its game owner will be freed from the grip of the evil Sultan master. Rudolph citizens will give you hints to help you find the last lamps.



NINTENDO 64

MS. PAC-MAN: MAZE MADNESS

Namco revamps an '80s great into something greater.

GRAPHICS: At first, the overhead camera angle and three-quarter perspective (think Bomberman 64) make things feel claustrophobic. After a few minutes, you'll get used to Ms. Pac-Man's y-D perspective, which is brilliant in both color and design.

PLAY CONTROL: As long as you're adept at using the Control Pad, you'll find a way to gobble up a high score.

GAME DESIGN: Ms. Pac-Man is revered as one of the arcade greats, and Namco's update doesn't diminish her appeal. Building upon the dot-munching scenario, Maze Madness requires you to control maze lanes, find keys and push blocks to reach

platforms and springboards that will take you to new legs of the labyrinth. By expanding the maze framework, Namco deftly restores the Pac-Man feel while breathing new life into the game, mixing puzzle solving with arcade run-and-mousing.

SATISFACTION: Revamped classics rarely work. Maze Madness does—without being gratuitously gaudy-up or turned into a completely different game. The multiplayer mode stumbles, but the adventure and original '80s modes are Pac perfection.

SOUND: The classic sounds of the arcade game mingle nicely with new sound effects and bouncy, retro music.

COMMENTS: Diverse—The mechanics of the original are perfectly woven into a great y-D adventure.



OVERALL RATING
8.3

GRAPHICS
8.2

PLAY CONTROL
7.8

GAME DESIGN
8.5

SAFETY
8.7

SOUND
8.7

- **Microsoft** Magbits
- 1 to 4 players simultaneously
- Controller and Flexible Pak compatible
- Adventure, Multiplayer and Classic Ms. Pac-Man Modes

ESRB RATING
E
EVERYONE

HOW IT RATES
If you're looking for a nostalgic game that's appropriate for all ages, Ms. Pac-Man: Maze Madness is a safe bet. The ESRB has given Namco's arcade update an E rating.

OVERALL POWER STAFF SCORES

- 1.1 — Dave
- 2.1 — Jason
- 3 — Justin
- 4.1 — Chris
- 5.1 — Jill





Games are for kids. Battles are for warriors.

Dragon Warrior® is back. One of the all-time best selling game series returns in an all-new edition for Game Boy® Color. Dragon Warrior I & II thrusts you into a world of thrilling action. Add with two complete classic RPG games combined into one Game Pak, it's the ultimate warrior epic.

The adventure begins as you explore the land of Aelfgard, conquering monsters and collecting treasures as you try to defeat the evil Diablocord. Succeed, and you'll then gather the descendants of Lolo and face the wicked Hargon who awaits in Dragon Warrior II.

These incredible journeys begin with a trip to your local game store, but where they end is entirely up to you.



Everyone
Ages 3 and up



Everyone
Ages 3 and up



Everyone
Ages 3 and up



Everyone
Ages 3 and up



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Everyone
Ages 3 and up

DISNEY'S DONALD DUCK: GOIN' QUACKERS

Ubi Soft ruffles some feathers and lays the quack down.

GRAPHICS: Teasing Goin' Quackers as Donald Duck's 3-D debut, Ubi Soft has done Disney justice. Donald, Daisy, Huey, Dewey, Louie and the other Duckburg characters appear as expressive and endearing as their 2-D pen and ink counterparts.

PLAY CONTROL: A 3-D platformer, Goin' Quackers is all about the double jump, and it's not always easy getting Donald Duck's wubbed feet off the ground. It takes a while, but you'll eventually get the rhythm down.

GAME DESIGN: You must waddle to the warp pad at the end of every level while

whacking enemies and collecting your nephews' eggs. While the game's object remains constant, the presentation varies. To keep things exciting, Ubi Soft has mixed side-scrolling levels with areas involving over-the-shoulder or toward-the-camera navigation.

SATISFACTION: Donald's zany adventure is a pretty quick play. While every step of the way is entertaining, you might not get as much out of the game's mild difficulty level.

SOUND: Goin' Quackers is a top-notch production. Even its music is just ducky.



OVERALL
RATING
7.7

GRAPHICS
8.0

PLAY
CONTROL
7.2

GAME
DESIGN
7.4

SAF
7.6

SOUND
7.8

A SYSTEM'S
POWER
STAFF
SCORES

7.1 — JR

6.1 — Jacek

7.2 — Chris

7.2 — Snyke

8.4 — Dave

• Ubi Soft/505 Negrata

• 1 player

• Expansive Pak
assessments

• Collectible outfits

• Time Trial Mode

ESRB
RATING
E
EVERYONE

HOW IT RATES
Donald Duck may have some other strong, silent

properties, but when the quacker takes it out on his nephews, it's also just as comical, cartoonish and fun. The school is all right. Disney fan that the ESRB awards credit for it.

COMMENTS:
Jennifer—The time trials are tough, and the extra outfits are cool. Jill—Goo. Donald's got some great expression.



MICKY'S SPEEDWAY USA

Who's the leader of the pack that's made for you and me?

GRAPHICS: Race's new go-cart racing game has a mixed pedigree—it's closer to Mario Kart 64 in game play, but closer to Diddy Kong Racing in graphics. Even better looking with its rich shading and textures, Micky's Speedway USA also earns style points for its cool American settings. Among the fun tracks are a joint through the White House and a multiplayer battle on an ocean liner.

PLAY CONTROL: Those who burnt rubber with MK64 and DKR will have no problem behind Mickey Mouse's wheel. Micky's Speedway USA handles just as well as Mario and Diddy's games.

GAME DESIGN: Consider Mickey's game to be Mario Kart Jr. The Disney racer shares similar power-ups, while the difficulty is skewed for beginning races (though things can get pretty hairy if you play on the hard difficulty level).

SATISFACTION: Beginners will dig its racing mode, while veterans will like the multiplayer battles.

SOUND: Aside from its Disney license, the game's standout feature is its chatter. Drivers taunt, heckle and specifically address one another in their ongoing banter.

COMMENTS: Sonja—It's really fun with good play control and great graphics. Andy—I was expecting more adventure elements, but the racing action is well done.



OVERALL
RATING
7.4

GRAPHICS
8.7

PLAY
CONTROL
8.2

GAME
DESIGN
8.3

SAF
6.5

SOUND
8.3

NINTENDO
POWERUP
STAFF
SCORES

8.1 — Andy

7.6 — Drew

7.5 — Oliver

7.4 — Snyke

7.5 — Chris

• Rare/505 Negrata

• 1 to 4 players
simultaneously

• Expansive Pak compatible

• 16 tracks

• 4 multiplayer arenas

ESRB
RATING
E
EVERYONE

HOW IT RATES
Micky Mouse wouldn't utter anything

obscure. It's the racing mode's raw game is fast-paced fun for the entire family, and it's a good proof of its all-ages appeal.



HEY YOU, PIKACHU!

Dr. Dooblittle meets Professor Oak.

GRAPHICS: Hey You, Pikachu! looks much like Pokémon Snap. The big difference, though, is that Pikachu sports countless lifelike expressions. Its smirks, smiles and sneers successfully convey that Pikachu is understanding your words.

PLAY CONTROL: Walking around and rifling through your toolbox is easy. The challenge in play control comes in knowing what to say, which isn't always obvious. The voice recognition system is pretty good at understanding different pitches and inflections, but you'll still have to be pretty patient with Pikachu.

GAME DESIGN: Not really a game, nor a

virtual pet (Pikachu is too sports-minded to be domesticated by your words and treatment), HYP! is a leisurely paced experience that includes laid-back activities like coaxing Pikachu into breaking a pitfall and finding lost Pidgey.

SATISFACTION: Don't expect instant serendipity. If you're willing to invest the time, a sweet friendship will blossom. You'll even find yourself just talking to your TV, even when you're not prompted to.

SOUND: The Poké noises add realism to Pikachu's emotions and your virtual world.

COMMENTS: Jennifer—It's neat to be played over and over to uncover things, which might be a bit much for the intended young audience. Chris—Players will find this more of a toy than a game.



- Nintendo DSi MegaBatt
- 1 play per
- Remake Pak compatible
- Microphone and Voice Recognition Unit included

OVERALL RATING
7.0

GRAPHICS
7-8

PLAY CONTROL
6-5

GAME DESIGN
7-8

VALUE
6-2

SOUND
7-8

ENTERTAINMENT POWER

STAFF SCORES

8.1 — Jennifer

7.2 — Jason

7.3 — Oliver

6.4 — Chris

6.9 — Drew

ESRB RATING
E
EVERYONE

HOW IT RATES

Anyone can befriend Pikachu. It's all about

friendship and communication, and the ESRB finds nothing objectionable about that. As a result, Hey You, Pikachu! earns an all-ages rating of E.



RUGRATS IN PARIS: THE MOVIE

It's babies in France and plastic pants. Just say out, out.

GRAPHICS: More colorful than Tommy's bib after supper, Rugrats in Paris brings Nickelodeon's popular dispersed heroes to life in vivid, dazzling Parisian amusement park settings that are as eclectic as the City of Light itself. The graphics are worth going gaga over.

PLAY CONTROL: RP is inspired by the cartoon kids' new movie, and all of the toddlers from the infancy (including the new French babe, Kimi) are playable. Each handles easily and identically, though the fixed camera that stays pointed at your baby's back can make backing out of corners (when walking or driving) awkward.

GAME DESIGN: A rambunctious extravaganza set in Euro-repatriated, RP is a delight with its many excellent midway diversions, like Skee-ball and Whack-a-Ninja.

SATISFACTION: It's a shame that all four players have to take turns in multiplayer mode, especially since the bumper car games and Chuckie's martial arts fantasy sequence would be excellent for head-to-head competitions. But it's nothing to cry over, and the sheer fun and variety make Rugrats the perfect babysitter for the young age group that the cartoon appeals to.

SOUND: Samples of the babies' malle-props and one-liners spice up the game's giddy feel.

COMMENTS: Oliver—It's like having your own Chuck E. Cheese's at home.



- TM/128 MegaBatt
- 1 to 4 players alternating
- Controller and Remake Pak compatible
- Over 12 varieties of minigame

OVERALL RATING
6.8

GRAPHICS
7-8

PLAY CONTROL
5-0

GAME DESIGN
6-8

VALUE
6-0

SOUND
7-0

ENTERTAINMENT POWER

STAFF SCORES

7.1 — Jason

7.7 — Drew

7.2 — Sojei

6.7 — Oliver

4.5 — JB

ESRB RATING
E
EVERYONE

HOW IT RATES

Rugrats in Paris: The Movie is an innocent little

two-year-old's best as yet. The ESRB has deemed the game bouncing kiddy fun for all ages. The game carries the kid-friendly rating of E.



CRUIS'N EXOTICA

Midway wheels out the ultimate road trip.

GRAPHICS: After taking you across the USA and the world, the third *Cruis'n* racer gets exotic, setting its wheels down in cosmopolitan and fancy settings like Bangkok, Atlanta, the Dunes Trail and Mars. The graphics aren't as fancy as the locales, but they dress things up just enough.

PLAY CONTROL: *Exotica* is probably the most forgiving racer to hit the streets. The handling is decent, and collisions (concerning traffic is a fun and frequent obstacle) bounce and spin you without tripping up your momentum. The exaggerated physics are meant to keep you constantly moving, so you'll never crash to a screeching halt.

GAME DESIGN: With a bevy of tracks, cars, drag racing and cross-country rallies, *Exotica* will rack up plenty of mileage from arcade fans.

SATISFACTION: *Exotica* lacks the derring-do and stuntwork of Midway's superior speed demon, *Rush 2049*, but it still delivers fast arcade action to the extreme. If you're looking for more speed and places to go (60 tracks!), *Exotica* is the road to cruise.

SOUND: For those who like cheese with their funk, techno and even old-school, Exotica's kinetic tunes are for you. Heavy '80s game-riffs and vocals seem to permeate

every track.
COMMENTS: Chris—The graphics are better, but I'll stick with *Rush 2049* for my surreal racing kicks.



OVERALL
RATING
6.7

GRAPHICS
7.2

PLAY
CONTROL
7.2

GAME
DESIGN
6.5

VALUE
6.3

SOUND
6.7

WINNING
POWER
STAFF
SCORES

7.2 — Jason
7.3 — Steve
6.8 — Oliver
6.5 — Andy
7.3 — Chris



HOW IT RATES
Even if you're not old enough to drive a real life, you'll be able to cruise to the exotic speedways of Midway's arcade hit. The ESRB is a approved *Cruis'n Exotica*. It's content is being appropriate for Everyone.

TRANSFORMERS BEAST WARS: TRANSMETALS

Is it more than meets the eye?

GRAPHICS: Bay Area Multimedia's fighting game is based on the slick, computer-generated "Beast Wars" TV show, so the graphics have a lot to live up to. The developers have done a fair job, though you wouldn't notice anyway since the action is always shown via long-distance camera shots.

PLAY CONTROL: *BW* is a user-friendly fighter, so its controls are easy to master. And while the simplicity limits the number of moves, each shape-shifting Transformer is a beast, vehicle and robot in disguise, which, in a sense, triples the possibilities.

GAME DESIGN: The minigames, including

a quick-draw showdown and brief button-mashing race, are nice gestures, but their potential is squandered since the fighting action is perfunctory and offers little challenge.

SATISFACTION: *BW* is finally on sale after being a rental-only title since June, and unless you're a Transformers fan, you may want to stick with the rental stores. The transforming and 3-D fighting and dodging add punch to the game, but you never get the sense that you're in combat since you can't tell what's happening on screen or what's happening amidst the chaos.

SOUND: The robots' taunts inject much needed personality.

COMMENTS: Jason—The action is confusing and clunky. Whether the Transformers game is as elegant, it's not good.



OVERALL
RATING
6.1

GRAPHICS
6.4

PLAY
CONTROL
6.0

GAME
DESIGN
6.2

VALUE
6.4

SOUND
7.4

WINNING
POWER
STAFF
SCORES

7.3 — Scott
6.5 — Chris
6.0 — Steve
5.7 — Jason
5.9 — Andy



HOW IT RATES
The ESRB seems that *Beast Wars* got some serious "actioned violence," but keep in mind that all of the violence releases it's nothing in the way of the movie we couldn't fix, so the ESRB has given the fighting game an Teen rating.

BATMAN BEYOND: RETURN OF THE JOKER

Ubi Soft puts the Dark Knight in a side-scrolling fight.

GRAPHICS: Coinciding with the release of the first *Batman Beyond* feature-length home video, *Return of the Joker* crusades with the same sleek, stylish comic book disc of the hit kids' WB cartoon.

PLAY CONTROL: Bruce Wayne's protégé has a big bar load of weapons and moves to unleash on the Joker's cronies, and the game requires you to use every button on the Controller. Having to use the Control Pad, Stick and C Buttons during battle is hardly an ideal or refined setup.

GAME DESIGN: *Batman Beyond* is a rare on the go, reminiscent of *Double Dragon* and other side-scrolling fistcuff-

based games. Earning extra life suits outfitted with new weapons and powers lends variety to what's otherwise a repetitive grind.

SATISFACTION: *Batman Beyond* is a great bonus, but there isn't much of a game to back it up. *Return of the Joker* is worth a look-see for Batfansiacs, but the punch-walk-and-repeat strategy isn't likely to keep many players coming back.

SOUND: At least the game's presentation is strong. In addition to its look, its audio—which includes the TV show's theme song underscoring your adventure—is superb.

COMMENTS: Scott—They could have done so

much more. This *Batman* is beyond help. Jason—Even Alfred could beat these thugs. Drew—The game can be beaten in less than an hour.



- Ubi Soft/21 Magenta
- 1 player
- Runnable Pak compatible
- Multiple hit sets and weapons

GRAPHICS
5.0

PLAY CONTROL
3.0

GAME DESIGN
5.0

SAT.
5.0

SOUND
5.0

IGNITION
POWER
STAFF
SCORES

4.7 — Scott

4.3 — Chris

5.4 — Andy

3.1 — Jason

3.8 — Drew



HARVEST MOON 2 GBC

The cows have come home again.

GRAPHICS: Natsume brings back its farming RPG hit in a GBC-compatible sequel that shines with sharp, pastoral settings and a bumper crop of cute, well-animated barnyard animals.

PLAY CONTROL: As in any RPG, being able to access your items easily is a plus, and *Harvest Moon 2*'s menus are manageable and straightforward. You can carry up to four tools at a time in the sequel, but positioning yourself in the right spot to use them doesn't always look or feel right.

GAME DESIGN: While the original HM dealt with cultivating crops as well as relationships, HMA drops the courtship stick altogether. It was a fun aspect, but the sequel still manages to be a charming RPG with its focus on matters of the household. Adding to the game's substantial depth are its rewarding minigames and the

fish, plants and bugs that you can trade via Game Link with other HMA and Legend of the River King Game Paks.

SATISFACTION: Whether you're a country bumpkin or a city slicker, HMA will prove to be a truly absorbing and immersive RPG.

SOUND: Lovingly crafted on every front, *Harvest Moon 2* boasts music that is appropriately rich and lush.

COMMENTS: Chris—It seems like it has at least as many features as the N64 game.

Andy—*Harvest Moon 2* has crisp graphics and colorful game play. Scott—What happened to finding a wife?



- Natsume/21 Magenta
- 1 to 2 players alternately
- GB and GBC compatible
- Some Link compatible
- Option to trade items with other *Harvest Moon 2* and *Legend of the River King 2* Game Paks

GRAPHICS
7.0

PLAY CONTROL
7.0

GAME DESIGN
8.0

SAT.
8.0

SOUND
7.4

IGNITION
POWER
STAFF
SCORES

7.8 — Jason

7.7 — Andy

7.4 — Chris

7.4 — Steve

7.5 — Scott



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.....WHERE THE WORLD SHOPS FOR INTERACTIVE GAMES.....

ALSO PLAYING THIS MONTH

THE BRINCH

- Nintendo Wii/PlayStation 3
- 1 player
- GBC exclusive
- Parents



As the main man, Mr. Grinch, you must put the cheer on Christmas by capturing mischievous surroundings and solving puzzles that look like the holidays. It's a twist on Pac-Man, and if you're a fan, you'll love the Dr. Seuss spin, additional levels, restrictions and Whos whenever you must sneak up on or snatch their gifts.



OVERALL RATING
6.7

GRAPHICS: 6.5
PLAY CONTROL: 7.0
GAME DESIGN: 7.0
ARC: 6.7
SOUND: 6.5

FAIRY MAGIC GEM ADVENTURE

- Nintendo Wii/PlayStation 3
- 1 player
- GBC exclusive
- 7 strategies



Unraveling Burke Gem's is a fantasy-filled side-scrolling, Metroid's cousin game. It's a magic carpet ride of an action-adventure of action chivalry of fashions and green's look-out. The journey consists of conversing with characters and solving their problems in exploration or magic, and the end result is a worthwhile adventure.



OVERALL RATING
6.6

GRAPHICS: 6.5
PLAY CONTROL: 6.5
GAME DESIGN: 7.0
ARC: 6.5
SOUND: 6.7

THE MUMMY

- Nintendo Wii/PlayStation 3
- 1 player
- GBC exclusive
- Multiple playable characters



Kaneko has adapted the 1999 hit movie for GBC in the form of a platformer. Playing as different characters from the film, you must explore pyramids and other such levels, barely trapped fans in search of items that will unlock doors and a search for the local collectibles. The sound is excellent, while the adventure is basic.



OVERALL RATING
6.5

GRAPHICS: 6.5
PLAY CONTROL: 6.5
GAME DESIGN: 6.5
ARC: 6.5
SOUND: 6.5

ESCALATION OF THE DARKNESS

- Activision's Nintendo Wii
- 1 player
- GBC exclusive



Taking you to infinity and beyond, Activision's Buzz Lightyear of Star Command is a shoot-'em-up about the intergalactic Toy Story star's parent, alien buddies and plans for his spiffy space suit. Wags and howlers make the journey fun. At the same time, traveling is a task since you can shoot only you.



OVERALL RATING
6.4

GRAPHICS: 6.5
PLAY CONTROL: 6.0
GAME DESIGN: 7.0
ARC: 6.5
SOUND: 6.5

RHINO RUMBLE

- Nintendo Wii/PlayStation 3
- 1 player
- GBC exclusive



A cheery platformer thing you know: Jungle Jaws, Desert City, Cave and other worlds, Rhino Rumble looks sharp and plays like a snail-paced game. If your hopping and spitting rhino trials just are not, you're out, making the arcade approach to hunting and collecting well-suited to those looking for a good test of flexibility.



OVERALL RATING
6.0

GRAPHICS: 6.5
PLAY CONTROL: 6.0
GAME DESIGN: 6.0
ARC: 6.0
SOUND: 6.0

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

ANDY:

CHRIS:

DAN:

OREN:

JASON:

JENNIFER:

JILL:

OLIVER:

SCOTT:

SONJA:

RATINGS

GRAPHICS

6.5

PLAY CONTROL

6.5

GAME DESIGN

6.5

SATISFACTION

6.5

SOUND

6.5

AGE RATINGS

ESRB ratings are based on the following categories: Blood and Gore, Blood and Gore (More Intense), Blood and Gore (Very Intense), Drug Use, Alcohol, Tobacco, Sexual Themes, Violence, and Language.



Early Childhood



Teens (13+)



Adult (18+)



All Ages



Mature (17+)



Rating Pending

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Mario cuts it in 2-D.

THIS MONTH

READY 2 RUMBLE BOXING BLOOD 2



It's a game of hard knocks.

HWY NO HEROZ



THE referee has the ring.

MAGI NATION



A new legend rises to DRC.

SNELTWORLD 2000



Power goes beyond the headlines.

PAK WATCH

The inside source for all Nintendo News.

PAK WATCH SIZES UP NINTENDO GAMECUBE

Ever since the announcement of Nintendo GAMECUBE in August, Pak Watch has been hearing from gamers who are confused about the size of the future console. This month, Pak Watch has the proof in pictures, showing that GAMECUBE is smaller than a breadbox and a lot more useful. The unit's dimensions are 150mm (wide) x 100mm (high) x 161mm (deep).

As you can see, it's small enough to fit almost anywhere. The GAMECUBE Controller is packed with features, and it's less bulky than the N64 Controller. As for the games, they'll be on proprietary 1cm optical discs manufactured by Magnavox. Not only do the discs hold 1.5 gigabytes of game data, they are designed to prevent software pirates from copying games illegally. Nintendo GAMECUBE is just one of those great things that comes in a small package.

Nintendo GAMECUBE may be the most powerful dedicated gaming console in the world, and yet it fits into a fun, compact package that's easily moved from place to place.



The 1cm optical disc media holds 1.5 gigabytes of game data. That's the equivalent of 90 Super Mario 64 games on one disc!



Compared to the N64 Controller, the Nintendo GAMECUBE Controller is smaller, but it has greater functionality with two joystick and two analog Left and Right Buttons.



NEW MARIO GAME LOOKS GOOD ON PAPER

Mario will return to the genre of action/RPGs early next year when Paper Mario is released for the N64. An unusual style of character art marks the game as more than just a sequel to the popular Super Mario RPG for the Super NES. Although the worlds of Paper Mario exist in colorful 3-D, the characters inhabiting the worlds fill space in just two dimensions like paper cutout figures. They don't let their dimensionally challenged bodies stop them from having lots of adventures and fun, though, and there are even more action elements than in the previous game. Pak Watch reviewed an early game with roughly translated text. Former Nintendo Power

writer, Nate Rhoadoff, will write the final text—it's guaranteed to be a gem.

The Paper Chase

It seems that Bowser is behind another abduction of Princess Peach. (When will the big brass learn that such kidnapping tactics are futile?) Mario, of course, senses and sets out to rescue Peach. Along the way, he meets dozens of characters and performs a wide range of heroic acts. He also performs more mundane tasks such as bashing brick blocks and pounding things with his hammer. You collect coins, hearts, keys and other items en route. The path itself begins in the Mushroom Kingdom and takes Mario through seven lands where he must help a wonderfully weird cast of characters before he can move on.

Paper Delivery

In the storybook adventure, Mario teams up with one companion instead of the three companions that kept him company in the Super NES game. When Mario and his friend are confronted with feisty enemies, they turn to their fists and other attacks, some magical and some physical. There's more to the fighting than simply choosing an attack from a menu. If you push an action button at the right moment, your attack may be more effective than usual, causing greater damage to your opponent. Mario's companion gets into the act, as well, giving you a one-two punch. As



you win battles, you earn experience that helps raise Mario to new levels. As his level increases, Mario gains new attacks and becomes more powerful. Although it sounds like standard RPG stuff, the feeling when playing PM is much different. The action elements of Paper Mario should make the game more inviting to an audience beyond traditional RPG fans.

Sounds Like a Wrap

The development team must have decided that they could fill out the missing dimension with a fully rounded soundtrack. The instrumentation ranges from jazzy clarinet to traditional Mario whistles and pipe-orchestral passages are mixed with Monocue themes. You hear bird song in the bushes and wolves in the haunted forest. The production values for graphics, game play and music are those that you'd expect from a Mario game, and that sounds pretty good to us. The difficult part will be waiting until Releasey for the game to be released.



Manna Mia, I've lost a dimension!

Pak Play

Hands-on previews of upcoming games.

ARE YOU READY FOR ROUND 2?

Midway had a surprise hit last year with *Ready 2 Rumble Boxing* and plans to take it to the next level this year with *Ready 2 Rumble Boxing Round 2*. The original game featured Arcade and Championship Modes for one or two players. The second round includes Arcade, Championship, Tournament and Team Battle Modes. Four players can join in on the Tournament Mode, but only two players fight at a time. Many of the faces return from the first game, and you'll see some new faces, too. Afro Thunder, Sedent Strike, Bencher Brown, Raging "Angel" Rivers, Jet "Iron" Chun, Lulu Valentine, Johnny Blood and Rocket Sanchez make appearances. The Hennesseys of Michael Jackson and Shaq are in the new game, as well, along with an improved soundtrack and 3-D models. It's fun, it's accessible, and it's time to come out swinging. Look for *Ready 2 Rumble* later this month.



NO MERCY FROM THQ

From the boxing ring to the wrestling mat, Pak Watch covers the world of sport in November. THQ's *WWF No Mercy* is the latest incarnation of the excellent grappling wrestling engine that won the world when *WCW vs. NWO World Tour* was released in '97. The graph-

ics, sound and front-end animation have improved over the years, and THQ has moved from the WCW to the reigning WWE. So what did THQ do to top last year's game? The top wrestlers and venues are available, and everything from the graphics to the AI has been polished.



These are multiplayer options (where the game truly shines), single-player options and the Commissioner Mode, which is where you create custom superstars. The level of detail for creating wrestlers is insane. Besides appearance, you can choose your moves, allies, enemies, profile and more. But the wrestling is what it's really all about, and THQ still has the best moves in town.



BUILD 'EM, COLLECT 'EM, TRASH 'EM

**PAK
WATCH**

A this recently picked up two Game Boy Color RPGs from Hudson Soft in Japan and plans to release them in North America by the end of the year. Robopon Star and Robopon Star are like Pokémon Blue and Red—there are slight variations between the Game Paks and players can trade characters between them. The similarities to Pokémon don't stop there.

Sunny:LV5	Punch
	Type ROBOT
HP 40/40	CP 100/100
EXP 30/30	Att 40
	Def 45
	Speed 35
	Exp 100
	Next LV 6

Players build and train little robots called Robopon, then battle with them. Over 150 Robopon are in the game. Robopon can evolve. And when you defeat a Robopon, it doesn't die—it's scrapped. The hero of Robopon is Cody, a young man who inherits the Robopon Dis-



patching Company and sets out to make his fortune on Purobo Island. Probably the coolest part of the game is that you get to customize your Robopon with more than 100 parts and upgrades. The most innovative part of the game is the GB Kiss—an infrared port in the Game Pak itself. You can use the signals of any IR device, like a TV remote control to open things up in the game. You don't even need to have a Game Boy Color.

IMAGINATION TURNS INTERACTIVE

A dark menace regains strength and seeks to bring chaos to the world. Standing in its way are three magi—wizards with the power to call creatures from the dream plane using rings made from a substance called anemite. So begins the story behind Magi Nation, a new trading card game that will appear as a Game Boy Color title in February. Magi Nation is the brainchild of Interactive Imagination—a company composed of gamers, some of them formerly from Nintendo and Square Soft. Interactive Imagination already has plans for two GBC titles and one Game Boy Advance game. Pak Watch received an early version of the GBC game, which featured impressive graphics, a great story and lots of humor. Unlike Pokémon TCG, Magi Nation for Game Boy Color has little to do with cards and much to do with magic and adventure.



Enter a new world of imagination.

Pak Trip

Game News from around the World.

SPACEWORLD 2000 REVISITED

The unveilings of Nintendo's new gaming consoles—the Nintendo GAMECUBE and Game Boy Advance—made a huge splash at Spaceworld 2000, but that was just the beginning. This month, Pak Watch focuses on the N64 and Game Boy Color offerings from the show.



Communicating with Animals

At E3 2000, Shigeru Miyamoto spoke to Nintendo Power about a new type of game that he and his colleagues were working on at Nintendo's EAD development group. He called it a communication game, but he didn't go into detail about what it would be like. Spaceworld 2000 saw the unveiling of the new genre, which was represented by an N64 title called Animal Forest. Pak Watch sat down with Mr. Miyamoto and Takashi Tezuka, who has been the driving force behind the game, to find out what it's all about.

The game begins with a train ride from your horse to the Animal Forest where you will live. When you arrive, you'll meet the mayor, be given a house to live in, and learn about basic services such as the



postal service in town. You'll find that animals—animals that live very much like people—inhabit the town. There are shops, farms, a mailman, a police station, a train station and much more. The game keeps time internally like Pokémon Gold and Silver versions, but its calendar is one year in length rather than the single week of the Pokémon games. Once you've settled in to your new home, you might want to look for a job to earn money to buy things for your house. You must also meet five animal friends. Up to four players can set up house individually in four different villages. In fact, no two Animal Forest villages will be identical. Players may visit the village of a friend by placing their character's data on a Controller Pak and taking it to the friend's house. If four players inhabit one Game Pak, they can send mail to each other using the local post office. They can visit each other's villages and even return to their own village carrying items that aren't available there. For instance, a particular fruit may be available in one village and not another. If you take the fruit to another village and plant it, a new type of tree will grow.

We asked Mr. Tezuka if there



were any goals in the game. He said that the goals would be small tasks that you could do on a daily basis, helping other characters and joining in during festivals. But the real point of the game is to lead a parallel life in the enchanting Animal Forest.

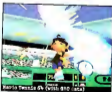


Serving up Fun

Mario Tennis GBC appeared on concert court for the first time at Spaceworld 2000 and proved to be almost as big a draw as the Game Boy Advance titles across the hall. The development team at Camelot has created the perfect portable companion to Mario Tennis for the N64. The little brother version features Mario, Waluigi, Yoshi, Bowser, Wario, Peach and three non-Mario tennis players. All of the characters have great animations when they hit an ace or miss a return. Singles and Doubles matches take place on Hard, Clay, Grass and Carpet courts. The Japanese version had some fun extra features such as a Story Mode, Tour-



naments and a Tennis Dictionary. Another cool feature involves the transfer of character data to the N64 game using the Transfer Pak. Mario Tennis will appear this fall in Japan, and it will likely debut in North America in early 2001.



Game Boy Color World 2000

More Game Boy Color titles were shown at Spaceworld 2000 than all the N64 and Game Boy Advance titles combined. Many of the GBC titles at Spaceworld were intended for the Japanese market, but you



can bet that some of the games will reach North America over the next year. So here's your first glimpse. Leading the parade was Mario Tennis, and it was joined by The Legend of Zelda: Mystical Seed of Wisdom, which is still a working title. Capcom is creating the Seed of Wisdom game along with one other Zelda title. A previously announced third Zelda title for GBC has been dropped. (Perhaps they're working on something more "advanced.") Other games that could show up on western shores include Wizardry, Puzzle Bobble Millennium, Solo Man (a new version of Solomon's Key) and Monster Tactics. It would be nice to see some of the RPGs such as Final's Command Master, Pocket King from Namco and Hudson's Grandia make the journey, as well. Daisenka and Mega Man X are definitely coming. It's less likely



that you'll see Goetz's Adventure, however, although your Pak Watch reporters believe that no Game Boy collection could truly be complete without an RPG featuring a dog as the hero. And although the dance-game craze is still huge in Japan, the appeal of Dance, Dance Revolution GB 2 and Beatmania GB 2 in North America would seem to be limited. Of course, we could be wrong.



SPACEWORLD GAME BOY COLOR

Legend of Zelda: Mystical
Seed of Wisdom

Mario Tennis

Wizardry

Beatmania GB 2

Phantom Zana

Jet Ga

Billiard Club

Grand Casina

Puzzle Babble Millennium

Hamster Tara 3

Packet King

Air Force Delta

Pap'n Music

GB Disney Tunes

Dance, Dance

Revelation GB2

Space Net

Command Master

Sala Man

Cax's Adventure Quest

Daikatana

Evangelian

Black Onyx

Mega Man X

Man Calle Knight

Grandia

Brave Saga

Gimick Land

Puzzle Dungeon

One Piece

Ganta's Adventure

Manster Tactics

Pak Peek

What's breaking in the world of games.

Midway's Arcade

Once you step into Midway's Greatest Arcade Hits Volume 3, you can leave your quarters and troubles behind you. Nostalgic freinds will flip over the collection of early '80s arcade hits. Defender, Robotron, Rooder Tapper, Joust, Spy Hunter and



Straiter appear in all their emphatic glory. Pretty pictures and rich sounds aren't what Greatest Arcade Hits is about. What you'll find in the collection are distinctly twitch-driven gaming experiences. There was a reason that the games in Greatest Arcade Hits were hits. They were simple and fun in their prime, and they still are today.

A New Challenge

Pokémon Puzzle Challenge for Game Boy Color has been bumped up and now will be released the first week of December. The GBC version includes most of the options



of the N64 except you won't find a 3-D puzzle mode. The Tetris Attack incarnation looks bright and provides the sort of mind challenge that most people associate with theoretical physics. The Pokémon connection is a bit tenuous since you can't catch 'em all. But the presence of the cute

critters makes the game more appealing than the older, drier Tetris Attack. Puzzle lovers shouldn't even try to resist the lure of this challenge.

Cube Watch

Over the next year, Pak Watch will bring you all the latest on projects for Nintendo GAMECUBE as the news becomes available. Things will start to heat up around E3, but even now some third-party projects are being talked about. Capcom has lifted the lid on its new plans for Resident Evil Zero after announcing that the title wouldn't appear on the N64. The reason for the cancellation is that Capcom decided to make the prequel to Resident Evil for Nintendo GAMECUBE instead. As far as we know, the story remains the same, but the graphics should be incredible—probably enough to frighten a real zombie. The second piece of breaking news concerns Universal and Konami. Both companies have stated that Konami will create a Crash Bandicoot game for Nintendo GAMECUBE and Game Boy Advance. Remember those ads of Crash sniffing around Nintendo of America a few years ago? It seems that the clever bandicoot was just looking for a new home.

3D0 Fights On

Two new GBC titles from 3D0 prove that you can have a fun combat game on the small screen. Army Men: Air Combat is the best Army Men game yet for Game Boy Color. Missions are presented much like the missions in Army Men: Air Combat for the N64. An overhead view on GBC replaces the 3-D perspective of the N64 game, but the feeling of immersive action



is just as strong. The GBC game even manages to retain the sense of humor of the N64 title. World Destruction League: Thunder Tanks is a spin-off of the Battle Tank series. Major cities of the world have become the arenas for the most destructive combat sport of all—Thunder Tanks. The fearless tank commanders are thrown into arenas with limited ammo and repair kits. The goal is to blow away the competition. Everything is fair game—cars, buildings and, if you're playing in the Italian city of Pisa, yes, that's right, you can knock over the leaning tower.

GBC Peaks

The Game Boy Color coffers at Pak Watch are full once more, so here's the latest on the biggest video game phenomenon on the planet. Road Champz BMX Street Biking is a surprise from Activision in the growing category of BMX stunt racing. With its super graphics and emphasis on stunts, Road Champz could be on the right track, but it was canceled with Dave Mirra Freestyle BMX from Acclaim. TJ Lavin's Ultimate BMX from THQ and Activision's other offering, Matt Hoffman's BMX, Dragon Tales is NewKidCo's take on the popular Sesame Street characters. The game is gentle and has plenty of help, but the preschool players who will enjoy the game may need someone to read the



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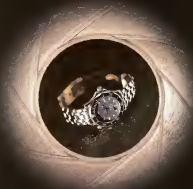
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